ZERO

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SCOOP!

- Fire And Ice
- Tornado
- Free DC
- Wizardry 6
- Plan 9

Spook! The Addams Family

BIG TIPS!
Harlequin the complete solution. Titus The Fox maps a go go.

GAMES GALORE!

- Deliverance
- Apidya
- Humans
- Project X
- Pacific Islands
- Dark Seed
- Lure Of The Temptress

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CREEPY, KOOKY



They've got the creepiest house in town!

But not now that they've been evicted!
Morticia, Lurch, Granny, Pugsley and Wednesday have gone back to their creepy abode to regain possession.

They're the Spookiest family around!

But not now that they've disappeared!
As Gomez you must find your loopy loved ones in their spooky mansion house.

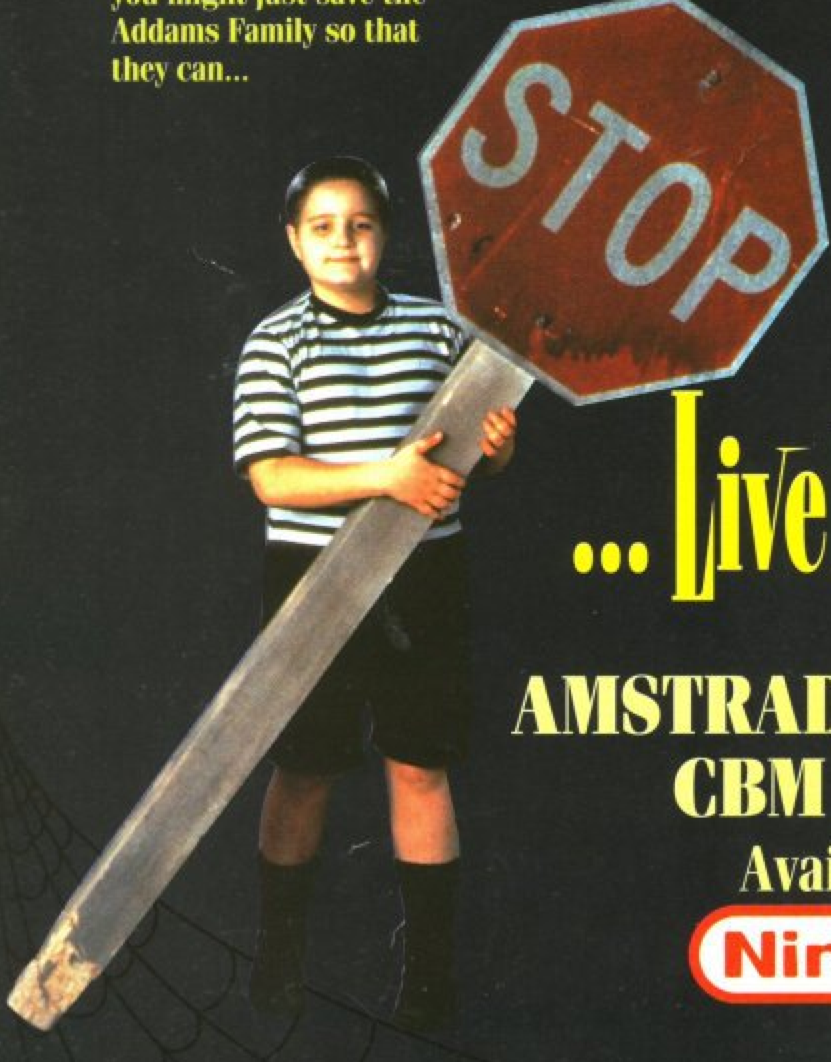
They have the Gookiest friends ever!

But watch out for Tully Alford - he plays mean.
Tully is the trecherous lawyer intent on stealing the family fortune and who has many a dirty trick up his sleeve.

They dance a wacky dance!

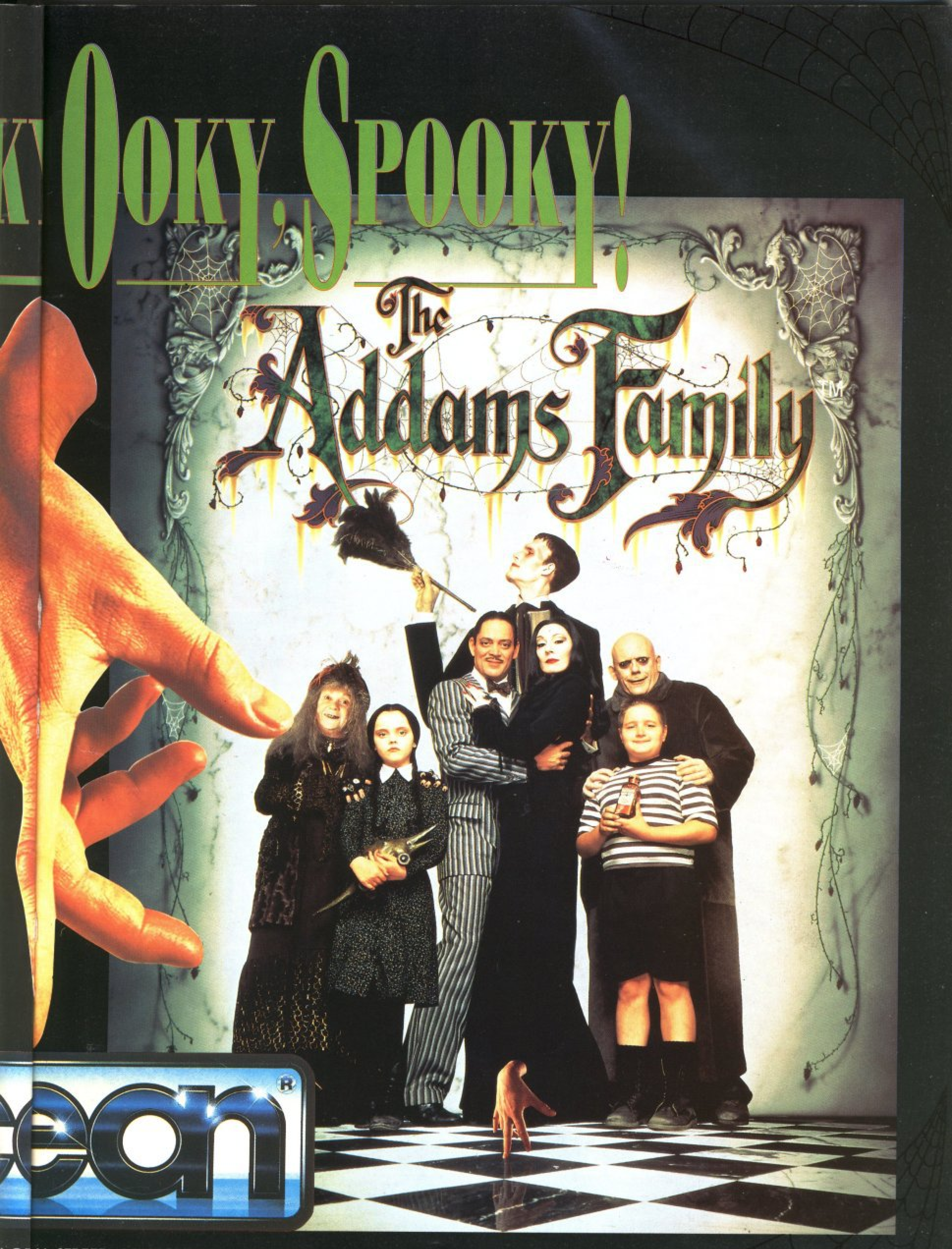
And you'll be shakin', rattlin' and rollin' when the spikes, monsters and ghosts save the last one for you! If you solve the puzzles and follow the clues you might just save the Addams Family so that they can...





... Live how they wanna live!

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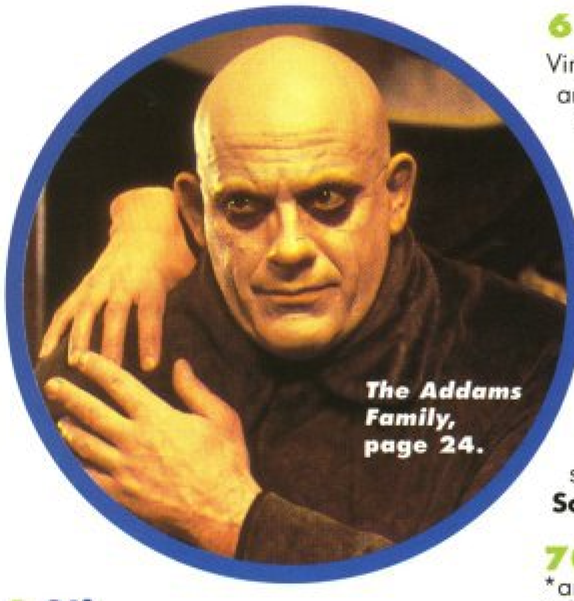
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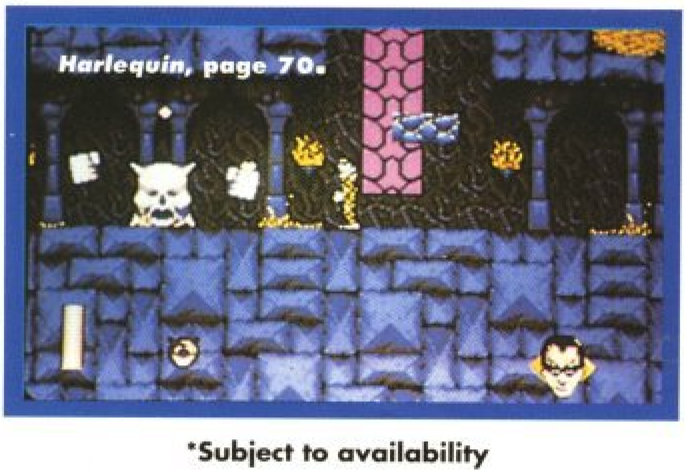
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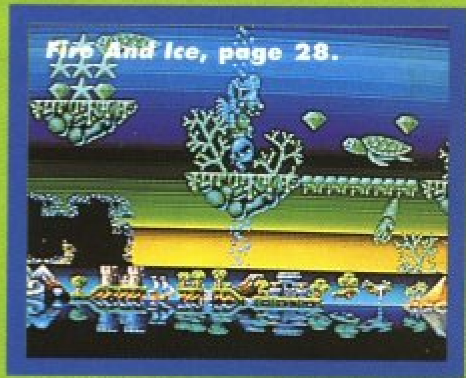

Harlequin, page 70.

*Subject to availability

GAMES LIST

It's just like Gyles Brandreth – it simply goes on and on and on and on and on...

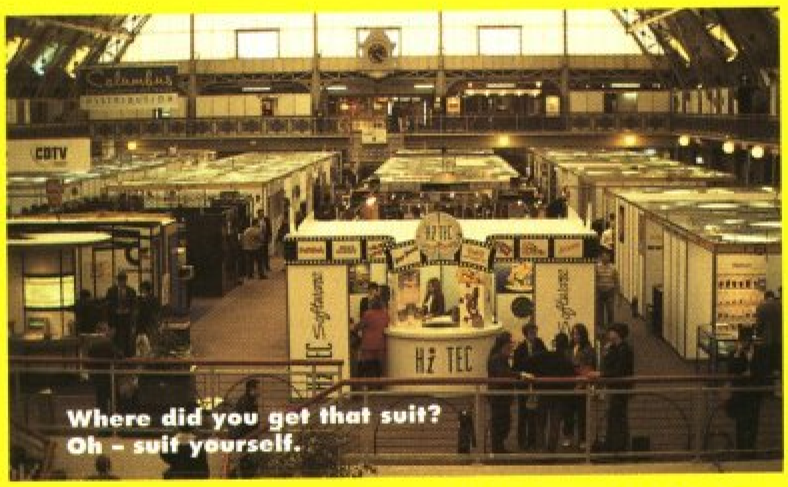
REVIEWS


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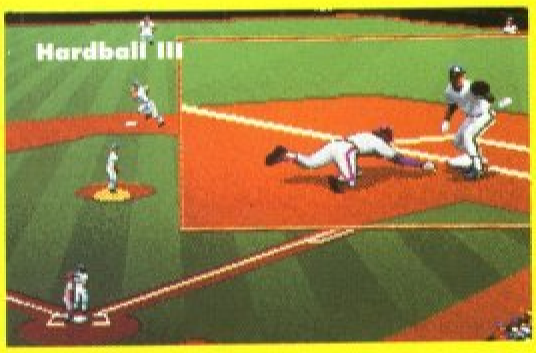
PREVIEWS

SH oi! W

It's that European Computer Trade Show time of year again, folks. The time when the whole of the computer games industry puts on a suit and tie and meets up in North London to show off its new products. ZERO was there, in force clutching its collective box brownie, Bic ballpoint and a spiral-bound note pad. The mission? To bring you the hottest news.

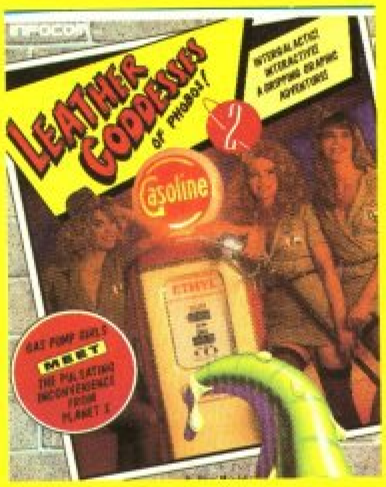


Where did you get that suit? Oh – suit yourself.


Hardball III

ACCOLADE

Accolade was there in force at the show, armed mostly with PC titles. **Hardball III** is a baseball game featuring the voice of Al Michael, the Richie Benaud of baseball. Out now on PC, it includes eight accurately-rendered Major League Baseball parks, supports *Soundblaster* and *Adlib* sound boards for Al's play-by-play commentary. Legend's new graphic adventure, **Gateway** is coming along apace. It's out on the PC only in mid-June.



ACTIVISION

Leather Goddesses Of Phobos II was looking pretty near completion, and rather exciting in a 'busty females' sort of way. We look forward to its September release on PC. The company is also launching two new compilations: **The Lost Treasures Of Infocom,** housing all your fave Infocom text adventures on PC, and **Power Hits**, 10 old Activision favourites including *Bomber, Ghostbusters, Shanghai* and *Die Hard* on one disk. *Power Hits* should be out in May on Amiga, and a few weeks later on PC.

AUDIOGENIC

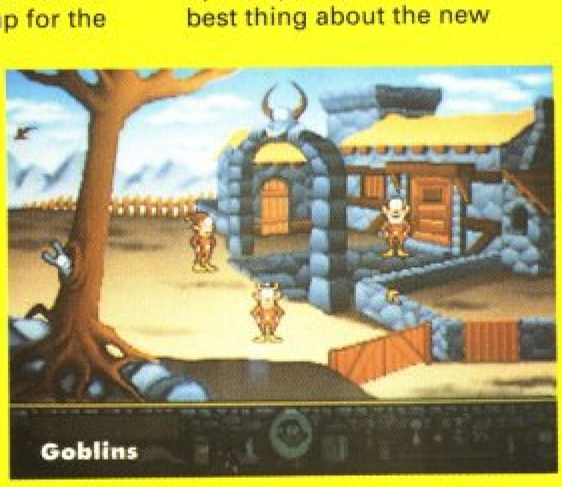
World Class Soccer is a footie sim which provides you with side-on and top-down viewpoints. It should be out on the 1Meg Amiga just about now. The long-awaited **Super League Manager** should be available now on the 1Meg Amiga and the ST, in a special pack which includes a free copy of *Emlyn Hughes International Soccer* (the two can be used in conjunction with one another).

CODEMASTERS

Those loveable Codies have a few new titles scheduled for 16-Bit release, including **Captain Dynamo** (a sort of superhero pensioner character), **CJ3: Elephants In Space**, and **Grel And Fella** (the first garden 'em up... er, if you don't count *Magic Garden*, that is).

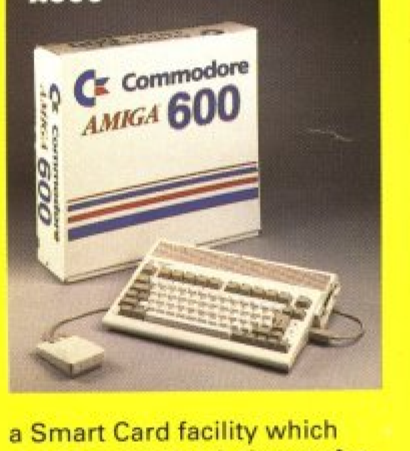
COKTEL VISION

Although French publisher Coktel Vision doesn't seem to have sorted out its UK distribution at the moment, it's apparently only a matter of time before we're treated to titles like **Fascination** – a graphic adventure title already available in France but now souped-up for the CD-ROM. The new version includes digitised speech and full motion video bits. **Bargon Attack** is a new graphic adventure based upon a 'bande dessinée' and destined for an all format release. **Inca** is a 'mythical quest through space and time', an action adventure that transposes the discovery of America and the South American civilisations into outer space. Spook! **Goblins** is a smart little title in which you control three mischievous imps. Their king has gone bonkers, and it's up to you to find a cure.


Goblins

COMMODORE

The company was proudly showing off its new baby – the long-awaited Amiga 600. The machine is sleeker, cuter and a third smaller than the A500. It's more PC-ish in look, having done away with the extra numeric key pad and accomodating a built-in modulator. In addition, there's a Smart Card facility which could prove revolutionary for the software industry. Smart Cards are basically mini-cartridges which, if publishers begin to develop games for them, will mean one in the eye for piracy. Perhaps the best thing about the new

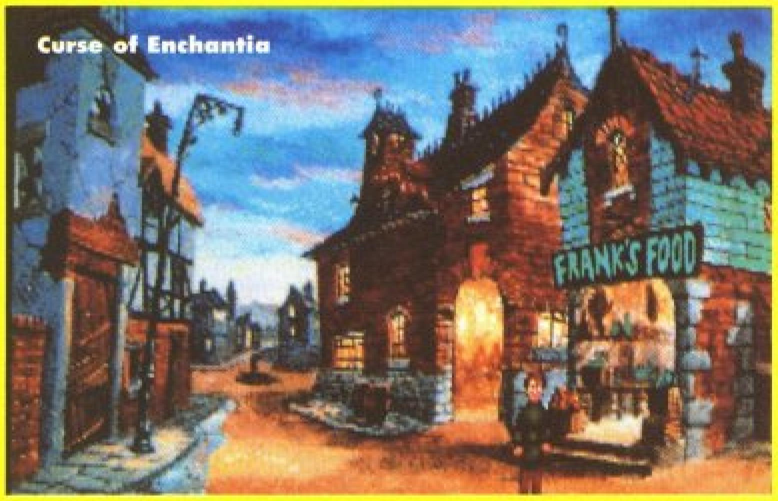
A600


TIME!

Amiga is that it's retained its former price of £399.99, and for an extra 100 sovs you can get a built in 20MB hard disk to boot! It should be available in May packaged with Workbench 2.05, D-Paint III and an as yet unnamed game.

DOMARK

Domark was sporting its new football game, **Euro Football Champ**, the conversion of Taito's coin-op, on Amiga and ST. It should be out in June. The company was also showing off the latest on **Harrier Assault**, the latest flight sim to be coded by Simis, scheduled for release in August on all formats.

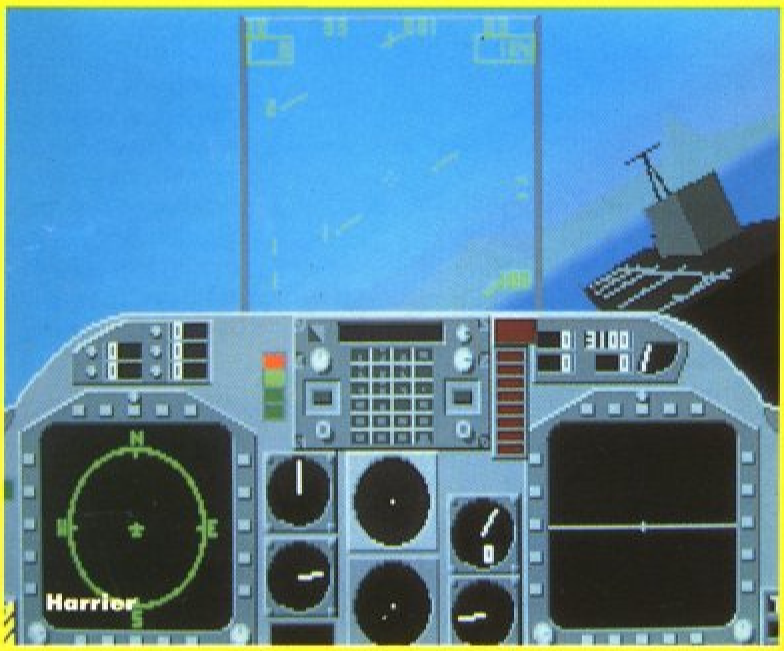

Curse of Enchantia

CORE DESIGN

Derby-based Core has carved quite a niche for itself really, and the new product line-up looks set to maintain the high standards. **Premiere** is the title of the next game from 8th Day (of Heimdall fame), to be shipped on ST and Amiga in July. **Curse Of Enchantia** is a graphic adventure slotted in for an August release, to be followed in November by **Chuck Rock II – Son Of Chuck**.

ELECTRONIC ARTS

Electronic Arts continued to impress with the latest on its murder and mystery graphic adventure, **The Lost Files Of Sherlock Holmes**, and its dogfighting extravaganza **Heroes Of The 357th. Risky Woods** is a brand new platform arcade adventure from a Spanish team of former Dynamic bods. EA is also developing the PC version of Atari coin-op **Ramparts.**


Harrier

ENTERTAINMENT INTERNATIONAL

On the Empire Label comes the new, filled 3D, tank war game **Campaign**. Covering the duration of the Second World War, you'll be able to get to grips with over 100 different vehicles, plus artillery and air support, and get to cope with the problems of supply lines and maps of up to 3200km (ie the size of Europe!), *Campaign* hits the streets in May on ST, PC and Amiga. EI also announced a brand new budget label, Touchdown, with first products including *Pipemania, Emlyn Hughes International Soccer* and *Gazza II*.


Campaign

EUROPRESS

Little has been heard of Europress on the entertainment software front since the highly raved-about *Lombard RAC Rally* back in the days of yore. After this title was released as a budget on Ocean's Hit Squad label – and promptly topped the charts – the Europress bods decided it was time for another foray. Hence **Dojo Dan**, a fast action, twenty level plattie number, starring a cutesy Japanese teenage warrior chap. *Dojo Dan* is destined for Amigas this June, priced £25.99.


Daemonsgate

GREMLIN

The bods at Gremlin were displaying **Daemonsgate**, the rather smart-looking RPG, scheduled for release in June on all formats; **Zool**, a cutesy *Sonic*-y game which should be out on Amiga and ST in July, and the long-awaited God sim **Flag**, which has now slipped until August.

IMPRESSIONS

Impressions was touting a futuristic game of interstellar colonisation, **Armada 2525**, due out on all formats in July, plus the fantasy RPG **Paladin 2** for a June all format release. **Air Bucks** the airline management sim is also nearing completion.

INFOGRAMES

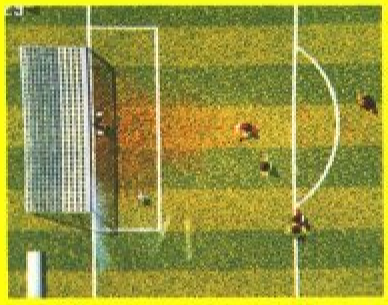
French company Infogrames had the fabulous-looking **Eternum** on show – a sophisticated RPG, similar to *Drakkhen* but more adventurey. It should be out on the PC in May. New Disney Software included the **Dick Tracy Adventure** game, which'll be released on PC and Amiga in May; **Rollercoaster** – a rollercoaster design and management sim, and **Heaven And Earth** both scheduled for November on PC, and **Stunt Island** to be released on PC in September.



Vikings Field Of Conquest

KRISALIS

As well as showing the latest on footie licences **Graham Taylor Soccer Challenge** and **John Barnes Euro Soccer**, Krisalis announced the sequel to the ever-so-successful *Shadowlands* (published by Domark). **Shadowworlds** will feature many refinements to the original game system and will be set in an all-new game world. The game will actually be set in the far distant future – you'll get to control a band of space pirates marooned on an alien planet. Your quest?

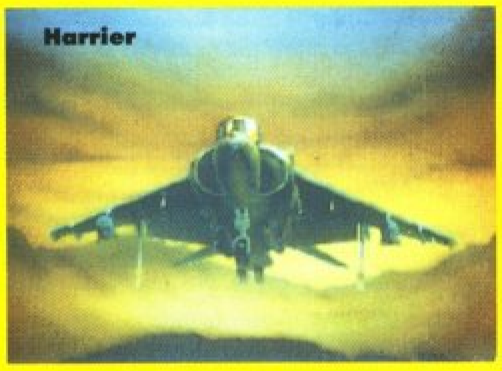


Graham Taylor Soccer Challenge

To find the wherewithal to escape. Krisalis will also distribute US-based Digitek's **Vikings Field Of Conquest**, a strategy sim for up to six players, in the UK on Amiga in May and PC in the Autumn.

MICROPROSE

The Tetbury-based sim merchant was rather chuffed to announce its acquisition of Paragon software – the geezers behind the two *Megatraveller* titles. Meanwhile, on the home front, MicroProse was showing off some graphics for *Harrier*, demos of *ATAC* and *Darklands*, and announcing two new titles for the far distant future. **Napoleon** will be a new strategy war game and **Haunted** is a new Magnetic Scrolls 3D RPG, both for November release on PC. Spectrum Holobyte's **Crisis In The Kremlin** was also on display with news of a brand new flight sim titled **F-18 Hornet.**



Harrier

MILLENNIUM

New products in the offing here include **Acquabatic Games** (Bathelona Eelimpets '92), starring James Pond in all the major events, to be released on ST and Amiga in June, and **Robocod 3 – Splash Gordon**, which should be ready by November. Other forthcoming goodies include **Rome**, a 3D isometric God sim using a souped-up version of Millennium's former *Robin Hood* engine. *Rome* will be available on Amiga and PC in September. The company's first graphic adventure, **Daughter Of The Serpents**, set in Egypt in the 1920's, will be out in October on Amiga and PC.



Daughter Of The Serpents

MINDSCAPE

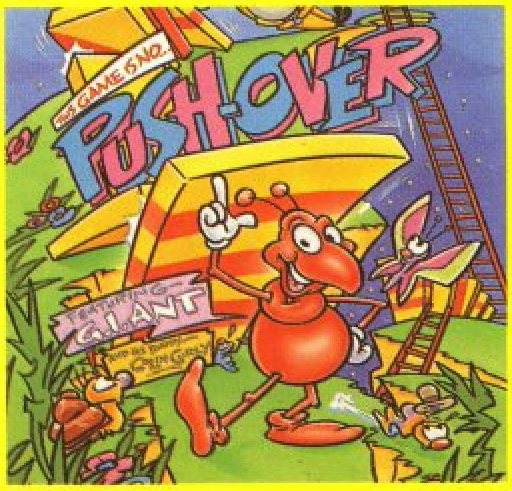
Mindscape now have 16 CD-ROM titles on their books, including games such as *Wing Commander* and the collected works of *Ultima* on a single disk. One of the original titles written with CD-ROM in mind is the excellent **Sherlock Holmes, Consulting Detective**. It provides you with three different murder mysteries to solve in the streets of olde London towne. It contains a total of 90 minutes of full-motion video – featuring over 50 characters, 70 different period costumes and filmed in 25 specially-built Victorian era sets. On the down side, it was made in America, hence some of the actors appear to have been coached by Dick Van Dyke when honing their chirpy cockney accents. However, you'll need a PC CD-ROM drive and £49.99 to experience it. **Legend** was also on show – a role-playing adventure from the team responsible for *Bloodwyche*, Set to appear on all formats. Look out for a full review in next month's issue.

MIRAGE

Gadget Twins is a two-player romp from Imagitec, creators of *Humans* . You team up and assemble 'gadget ships' to defeat a mechanical enemy. It's out on Amiga in September and on PC in December. **Dwagons** is another two-player game, this time featuring a split-screen and a couple of cutesy dragon pups. Amiga owners can have a bash at it in August, while PC owners will have to wait 'til September.

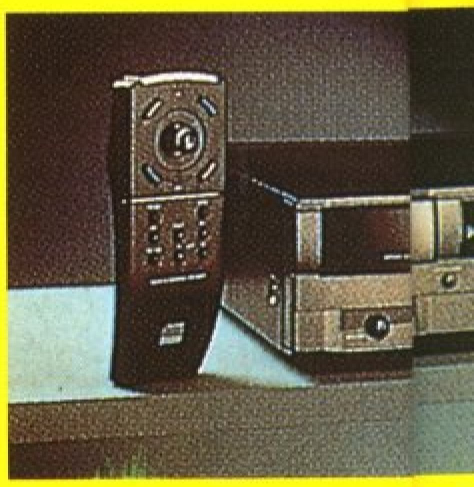
OCEAN

Forthcoming offerings from Ocean include **Hook**, the graphic adventure based on the film, which should be out on all formats in June; **Pushover**, a puzzly number where GI Ant has to find Colin Curly's quavers whilst tackling a plethora of domino-like obstacles. *Pushover* is due out on Amiga and ST in the summer. In **Sleepwalker**, a cutesy platform number, you play a loyal dog who has to guide your pyjama-clad chum all over the shop and prevent him from waking up – scheduled for release in the autumn on ST and Amiga.



PHILIPS

In direct competition to Commodore's CDTV comes Philips' CDI (or Compact Disk Interactive), unleashed in Britain for the first time at the ECTS. There are now bucketloads of new titles for this new system. Covering a wide range of subjects, they each feature a pot pourri of

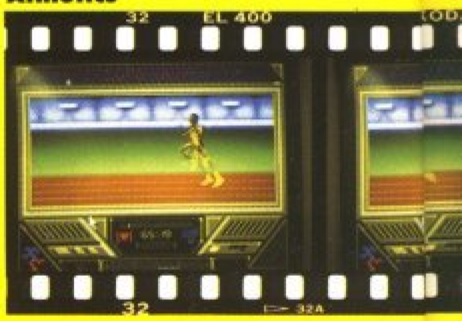


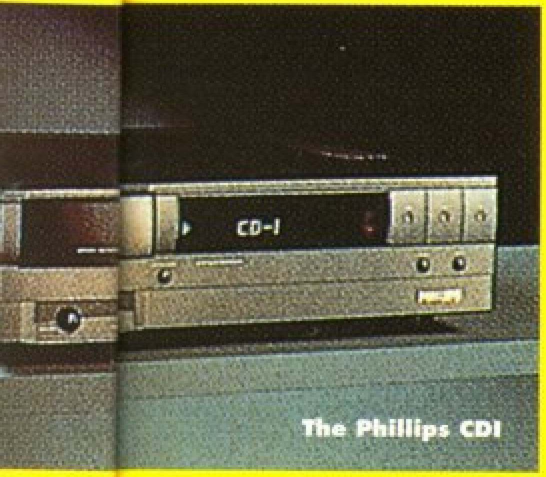
narration, music, sound FX and pictures, with the capability of cross-referencing between subject headings. For instance, **Treasures Of The Smithsonian** lets you take a tour of the USA's scientific heritage, while **Luciano Pavarotti: O Sole Mio** lets you listen to some ditties while you explore the famous tenor's life, works and digestive tract. The forthcoming **Art in the Soviet Union** brings you face to face with a number of priceless Russian potato sculptures. Less use is made of the hardware's possiblities in titles such as **Jigsaw** – over 3,000 jigsaw puzzles on your TV 'providing endless family fun'. We think not.

PSYGNOSIS

Big news from wacky Liverpudlian funster Psygnosis is that it's snapped up the rights to distribute FTL – the company behind the classic **Dungeon Master**. The PC version of this milestone title should be out as you read this, priced £34.99. **Athletics** is the working title of a multi-sport *Track And Field*-style title, scheduled for a June release on all formats. **Aquaventura** should finally have seen the light of day by now, priced £25.99. Red Zone is a first-person perspective, bike racing sim featuring replays, practice and racing on authentic recreations of world famous racing circuits. *Red Zone* should be out now on Amiga, with an ST version hot on its heels.

Athletics



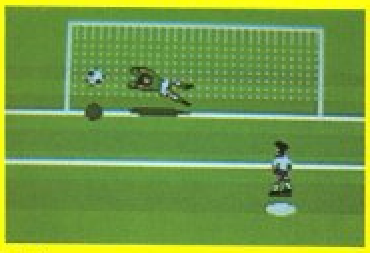


The Phillips CDI



RAGE

Rage is the name of a brand new software publisher, spawned by top development team Special FX. Yep, the guys that brought you *Batman, Robocop 2, The Untouchables* and *Hudson Hawk* have now put together a title they're so chuffed with, they've decided to publish it


Striker

themselves. It's called **Striker**, and Rage claim it's "the fastest 3D soccer simulation ever!". From what we've seen of it, soccer fans had better stay tuned, because *Striker* is shaping up to be frenetic footie fun. Forget the tiddlers you'll have seen in other *Kick Off*-style games, *Striker*'s sprites are enormous, and they speed around the pitch at an impressive rate of knots. *Striker* is destined for 1Meg Amigas and ST's as you read this – look for the full review next issue.

THE SALES CURVE

It's taken us from *SWIV* to *Strip Poker*, and now The Sales Curve has announced its first movie licence – and a rather desirable title it is too. The film is called **The Lawnmower Man**, and it's an independent film that's been taking America by storm. Based on a short story by Stephen King, the movie delves into the world of virtual reality, featuring stunning computer-animated sequences. It's set for UK release in June, but you'll have to wait until Spring 1993 before you get your mitts on the game.

SIERRA

At Sierra's stand was the graphically impressive **Laura Bow 2**, the sequel to *The Colonel's Bequest* – a tale of murder, mystery and suspense scheduled for release in June. The heroine's a chick, so it's bound to be smart. The company is also currently


Laura Bow 2

busy working on **King's Quest VI,** which should be ready by autumn.

THE SOFTWARE BUSINESS

Amongst its other labels, The Software Business was showing off a host of Amiga products on offer from Italian publisher Idea, all for release in May: **European Soccer**, based on the '92 European Championship; **Crazy Seasons**, a cutesy platform game; **Sturmtruppen** and **Cattivik**, both cutesy romps based on famous Italian cartoon characters, and **Smash**, the first tennis game with a side-on view – and rather good it looks too.

STARBYTE

Starbyte's **Space M+A+X** is a management and planning game based on a NASA training program.

The Lawnmower Man

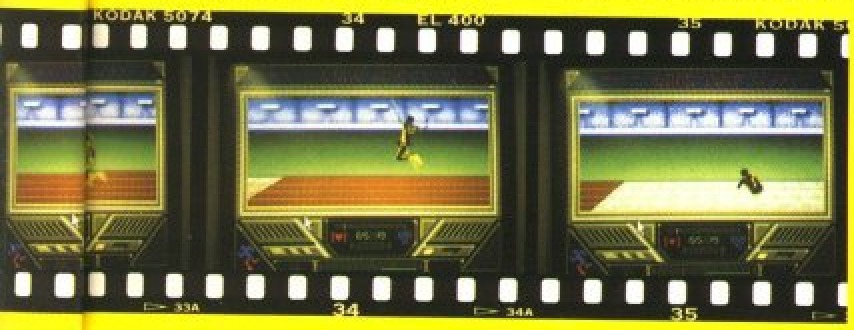
Your assignment is to construct and operate a space station in low earth orbit within a limited time schedule and budget. Out now on Amiga and PC.

SYSTEM 3

System 3 announced two brand new titles – its first coin-op licences – for later in the year. **Strikeforce** is subtitled **Defender 3**, and comes from Midway, while **Super High Impact** is an American football coin-op, currently doing the business in the US. Both these titles will appear on PC and Amiga some time around Christmas. After the stonking *Myth* will come **Silly Putty**, a highly original title in which you'll get to take on the role of a blob of putty. Stretching and bouncing your way around a half-built skyscraper, you can absorb anything biological and take on the shape and characteristics of your enemies in your bid to save your friendly solar powered robots. Highly addictive pliability is promised when *Putty* hits the streets in September.

Silly Putty





SHOPWATCH

This month sees the injection of a host of new titles into the charts – six on the Amiga and seven on the ST, although only one new game makes an appearance in the PC top ten. Why the proliferation of goodies on the so-called 'games machines'? Why do the combined marketing muscle of companies like Origin, MicroProse, Gremlin and Electronic Arts choose this time of year to unleash their latest wares upon an unsuspecting, game-hungry public? Well, it's to do with the fact that not only is it Easter, but also the first annual European Computer Trade Show (ECTS).

Topping the Amiga chart this month is that hot-to-trot (but damn difficult) shoot 'em up, *Project X*, from the guys previously responsible for *Alien Breed* and *Full Contact* – Team 17. Immortalised by their sterling PD achievements, they seem to have made the transition to mainstream publishing without a hitch.

Ultima Underworld is one of those games which has to be seen to be believed – obviously PC owners view it the same way, sending it straight in at number one.

The term 'long awaited' is now synonymous with owning an ST. This can be applied to a number of this months chart entries: *F-1 Grand Prix, Robocop 3* and *Populous 2*. The release of these games shows that there's life in the old dog yet.

An indication of how cheery you games buyers are runs through all three charts – *Black Crypt, Shadowlands* and *Ultima Underworld* all speak volumes about your state of mind – miserable sods!

Providing support for sporty types, there are jockstraps, the perennial Anco add-ons (footy), *Links* (golf) and *Ian Botham's Cricket* from fledgling label Celebrity. They managed to secure the rights to use old Beefy's name, spent oodles on marketing, development, production and the like, leaving out just one small detail – the bloody thing won't work. Better luck next time, Celeb.

Notably absent from both PC and STville, Gremlin makes its mark on the Amiga chart with two much-hyped titles – *Space Crusade* and *Harlequin*. Hats off to these guys, who once upon a time came within a hair's breadth of being the right Rodneys of the software world with such gems as *FOFT, Butcher Hill* and *Gary Lineker's This, That And The Other*. Now they're a real force to be reckoned with, with a reputation for playable, quality games.

MicroProse, with a total of seven entries including newies *Special Forces* and *Knights Of The Sky* (ST) is this month's undisputed king of the charts. US Gold comes in a respectable second with three tenth positions and five entries in all.

Lemmings just keeps on a-sellin' and provides Psygnosis with a monthly mention. With the large amount of quality games emanating from the Merseysiders, it's weird how this one game can capture the imagination of so many punters.

The sim scene is as buoyant as ever, with *Falcon 3.0, A320 Airbus, Jetfighter 2, Secret Weapons Of The Luftwaffe* and *Knights Of The Sky* all flying (groan) off the shelves.

Special mention this month to Software Toolworks' *Chessmaster 3000* which, despite lacking multi-parallax scrolling and a sixty billion colour palette, and although it's the twenty millionth chess game to come out since the dawn of computers, can still shift due to the attraction of the basic (!) game of chess. Let's hear it for good gameplay. Yeah!



Assassin

TEAM 17

After the success of *Alien Breed* and the warm reception to its latest game, *Project X* (see full review on page 46), Team 17 was ready to announce two brand new games for the 1Meg Amiga. **Assassin**, an arcade action game being programmed by Dave Broadhurst of *Bubble Bobble* fame, and **OHP Racing**, an overhead driving game. Both games should be ready for the big Christmas rush.

UBISOFT

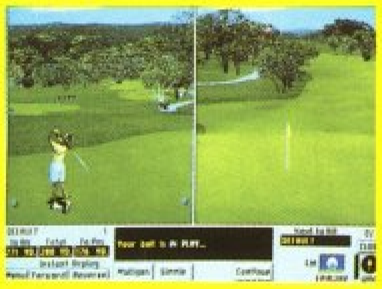
The Ubi's brand new game is a strategy combat game entitled **Perfect General**. Based on a 12 year tournament series, this game should truly test your warring skills. It'll be out in June on PC.

US GOLD

US Gold's posh suite was packed with lots of our verbose cousins from across the pond. David Ashby, top chap at Access, was showing off his golfing classic, *Links* (for the Amiga), and the all-new sequel **Links 386 Pro** (on the PC). This game looked incredible (albeit running on a 33Mhz 486 – the minimum hardware requirement is a 386, hence the title), featuring a *Windows*-style system that allows you to display a selection of screens simultaneously. It's just like watching golf on the telly. Meanwhile, US Gold was proudly announcing two brand new signings – Cineplay and Sir-Tech. Sir-Tech is the company behind the classic *Wizardry* series (almost as old as *Ultima* and claiming to be the first RPG to feature the first-person perspective). Now US Gold will treat us to **Wizardry 6: Bane Of The Cosmic Forge** (reviewed on page 36) and **Wizardry 7: Crusaders Of The Dark Savant**, so we'll soon get to see for ourselves if the games live up to their high reputation.



D-Day



Links 386



Playmation

Cineplay is the company behind classic titles like *Rocket Ranger, Defender Of The Crown, Centurion*, and now *Free DC* (full review on page 34). *Free DC* was a combined effort from Cineplay and Will Vinton Productions, the guys behind Claymation (famous for the California Raisons!). Using this revolutionary digitised animation technique, Cineplay now has a stunning animation package up its sleeve called **Playmation**, now due to visit these shores courtesy of US Gold. SSI had a fab-looking new strategy sim called **Great Naval Battles**. This baby has the pedigree of being written by the guys behind *Silent Service 2*. **Midnight Sons** is another brand new SSI title, this time in the shape of a sci-fi RPG boasting stunning 3D isometric cinematic sequences. Expect it on PC in July, Amiga in August. Meanwhile, on Loriciel's strategy label Futura, the sequel to the lovely *Sherman M4* is shaping up in the form of **D-Day**. This ambitious project lets you play anything from a humble foot soldier to supreme commander. You can play the game as a strategy title or as an action game, controlling tanks, planes and ships! *D-Day* will be available on all formats in June. We can't wait!

VIRGIN

In a rather spectacular launch ceremony involving spooky French programmers performing Tai Chi and 'levitating'(!), Virgin unveiled **Dune** for general consumption. Strangeway's **Apocalypse** (formerly a Mirrorsoft product) is now destined for September on ST and Amiga and has been joined by another ex-Mirrorsoft title, Rowan Software's **Reach For The Skies** – pencilled in on all formats for October. Archer MacLean's **Pool** (on ST and Amiga) and Westwood's **Kyrandia** (on PC and Amiga, Underwrapped last month) are both to see the light of day in September. **Rookies** is a brand new title coded by Perfect Set – it's a 3D isometric 'God game' featuring myriad objectives and 20 tiny troopers. It's a tongue-in-cheek strategy number scheduled for an autumn release on Amiga, with PC and ST versions to follow.



Rookies

PC CHART

1. **ULTIMA UNDERWORLD** Origin/Mindscape
2. **FALCON 3**/Spectrum Holobyte/MicroProse
3. **CIVILIZATION** MicroProse
4. **LEMMINGS** Psygnosis
5. **OH NO! MORE LEMMINGS**/Psygnosis
6. **LINKS** Access/US Gold
7. **IAN BOTHAM'S CRICKET** Celebrity
8. **CHESSMASTER 3000** Mindscape
9. **JETFIGHTER 2** Velocity/US Gold
10. **SWOTL** Lucasfilm/US Gold

ST CHART

1. **F-1 GRAND PRIX** MicroProse
2. **SHADOWLANDS** Domark
3. **ROBOCOP 3** Ocean
4. **A320 AIRBUS** Thalion
5. **SPECIAL FORCES** MicroProse
6. **POWERMONGER WW1** Data Disk EA
7. **POPULOUS 2** Bullfrog/EA
8. **RETURN TO EUROPE** Anco
9. **KNIGHTS OF THE SKY** MicroProse
10. **ANOTHER WORLD** Delphine/US Gold

AMIGA CHART

1. **PROJECT X** Team 17
2. **SPACE CRUSADE** Gremlin
3. **F-1 GRAND PRIX** MicroProse
4. **BLACK CRYPT** Electronic Arts
5. **GIANTS OF EUROPE** Anco
6. **SPECIAL FORCES** MicroProse
7. **HARLEQUIN** Gremlin
8. **SHADOWLANDS** Domark
9. **A320 AIRBUS** Thalion
10. **MONKEY ISLAND 2** Lucasfilm/US Gold

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.



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Games-X

SPIKE IN TRANSILVANIA
"Original and great staying power"
Zzap! 91%

SEYMOUR GOES TO HOLLYWOOD
"Seymour looks good and plays very well"
Games-X

"These are the best cartoon action games I've played for ages! Fun, adventure, action and playability all for £24.99! *Seymour*'s so funny, *Slightly*'s got so much in it, *Spike* is packed with puzzles, *CJ's Elephant Antics* is non-stop action fun and *Treasure Island Dizzy* is a great arcade adventure! 100% fun - to the max!" **David Darling**

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LETTERS

Here it is, the mouthpiece for the portion of our readership who've obviously been out in the sun too long. Part soap-box, part debating chamber and part freak show – it's the ZERO Letters page.

ALIEN GUM

I have been a subscriber to your mag for over a year now, but when it arrives I am so excited that I just rip the disk off the front cover, leaving an unsightly white mark. So I have enclosed a piece of 'Higher Intelligence Space Tack' which will not rip the cover and can be used for about six magazines.
Nez Wright,
Derby.

You've split the office right down the middle with this one, Nez. When asked to analyse the sticky blob you sent in, Duncan McDonald (who has a GCSE in Amorphous Adhesive Compounds) exclaimed: "Well, this is a new one on me. It's definitely of some strange, alien construction". However, the ZERO cleaner claims that it is in fact Wrigley's, possibly Juicy Fruit. Thanks anyway. **Ed.**

A DYSLEXIC WRITES

Did you know that an anagram of 'Amiga' (if you add some letters and take some away) is 'I own a Commodore computer and as such I possess no gonads'.
Jon Hunter,
Germany.
PS. I'm not German.

Sure you're not German. That's why you live in Germany, isn't it? I suppose you're going to tell us you don't own an ST and you hate frankfurters next, aren't you? Oops, sorry – that was a gut reaction.
Ed.

MYSTERY LETTER

I'm just writing to say that I think your magazine is total crap. It's the biggest load of bollocks I've ever had the misfortune of reading.
Anon.

Well, really! It'll be a sad day for journalism when a magazine is pilloried just 'cos it's a big load of bollocks. Anyway, 'Anon', you're not fooling anyone, you know – the handwriting, the use of the crayon and the Garfield notepaper, the command of English. You don't have to be Inspector Morse to work out – it's you, Brandreth, you loser. **Ed.**

WHAT'S THE TIME?

You have made an inexcusable error – at the end of your mag, the copyright is still under 1991. You've done this for three – count 'em, three – issues. Wake up, Dave, and smell the coffee – it's 1992, damn it!
Mr Ed, Freelance Barkeep,
Dingly On The Woe.

Thanks for bringing this to our attention. You'll be glad to know that the man responsible has been fired. He now wanders the streets, deserted by his wife and children, a broken shell of a man. Enjoy the badge, won't you? **Ed.**

POND'S HAIR CARE

Please forward the enclosed 'Pump & Spray' money-off voucher to Martin Pond. I can only assume he does not slick back his hair like all the other critics because he cannot afford the mousse or gel. I don't like to see anyone stand out because they're poor, so I trust the voucher will help. Thanks for a great mag, it's what life's worth living for.
Rob 'The God' Woods,
Yeovil.



No, he hasn't really fallen in with our self-basting corporate hairdo, has he? Still, I stand by the hairstyle of any member of my staff – no matter how much it looks like it's been dragged through a hedge backwards. **Ed.**

AMAYA STARKERS SHOCK!

After watching *Gamesmaster* a while back, I reckon that Amaya Lopez should get her kit off and pose in skimpy undies (for charity, of course), in a special *Under Wraps* pull-out. On second thoughts, how about a Strip Poker cover disk with Amaya. She's certainly more attractive than Patrick 'Stargazing Cyborg' Moore.
Mad Rod,
Scotland.

When I put this one to Amaya, she began ranting and screaming: "¡Oye, Rod! ¿Porqué no vas a freir esparragos". I took that as a 'no' on this score. However, if it's skin you're after, we may have a bit of a scoop for you in the next issue. Lord Baz has agreed to reveal all in a special pop-up, scratch 'n' sniff centre-spread. The best bit is that plucky old Baz is such a game lad, he doesn't even want any money for doing it! (If you'd rather not see Baz 'naked as a jaybird', write in to: ***I Don't Want To See Lord Baz's Meat And Two Veg, ZERO, 19 Bolsover St, London, W1V 2BP,*** *and we'll think about pulling the picture).* **Ed.**

ENTENTE CORDIALE

As a Frenchman and a European, I am most unpleased by your regular heavy-handed innuendoes against us. According to ZERO, we are: "weird" (issue 27, page 15; issue 29, page 53), "sex-maniac" (issue 28, page 32), "loony" (issue 26, page 21), etc. If we are to live in a European Union, the English press ought to forget this antiquated national pride and useless arrogance. I hope that the last flaw of your near-perfect magazine will soon disappear.
Gérard, The Weird Sex-Maniac Loony Frenchman,
France

You are so right, monsieur, and we are truly sorry. The root of the trouble has been identified as our diplomatic relations advisor, a Mr Alf Garnet. We at ZERO love all the different peoples of the world. (Well... apart from the Welsh, of course.) **Ed.**

BIGGER PRIZES

When I first read your mag, I didn't think it was that great. But now I think your mag is brill – apart from your stupid prizes for your competitions. Why don't you give away stuff like Game Boys, but ask some really hard questions?
Jillian Richmond,
Sunderland.

Why, you little ingrate! Our prizes are smart, do you hear? Smaaart. Still, just for you (and any other grasping freeloaders out there), here's our big-money compo. Our publisher, Teresa Maughan, has kindly agreed to hand over full use of her credit cards for one week to the person who can tell us, in not less than 50,000 words, the answer to the question: "is there a God?" The competition is open to everyone (except Dennis employees and Dr Robert Runcie). **Ed.**

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☐ PC ☐ Games Software ☐ Other Software

GZ2

TEPPER LIVE · COMP

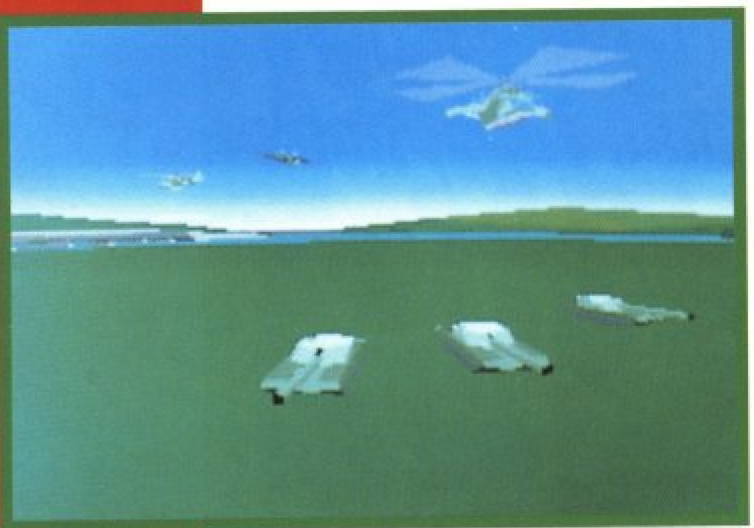
UNDER WRAPS

TORNADO

Oh no, it's *Duncan MacDonald* with a preview of yet another apparently brilliant PC flight sim. But grumble not, Amiga and PC owners – Digital Integration will be releasing *Tornado* on all three formats, it just so happens that the PC version will be out first, and we've got hold of it, so here it is...

The screenshots speak for themselves, but how does it all move?" "Are the trees to scale when you fly along at 20 feet?" You'll be asking these and a hundred other questions already, so we'd better get started. Well, as regards the trees, the answer is yes – they're to scale when you're at ground level and slowly turn into nothingness as you climb to the giddy heights that an aircraft such as the Tornado is capable of. Better than dots, eh? Real trees – millions of them, all over the shop – functional and aesthetic, both at the same time. But what else is skill about *Tornado*, other than the trees?

Well, firstly (and as you might have guessed from the screenshots again) we're talking attention to ground detail. Not only is there an abundance of it, but it's probably the most accurately-modelled of any simulation to date. We needn't even bother with words – just look at any object on these pictures and imagine it whizzing underneath you at 600mph, smooth, fast and virtually jerk free. (The blokes at Digital Integration are very proud of their 3D engine, and rightly so, from what we've seen).



There's something else on the ground that features heavily in the game too, and it's something that features heavily in the life of a real Tornado pilot – undulating terrain. Yes – bumps, lumps and hills that can reach a height of anything up to 4,000 feet. The RAF geezers crash into them in Scotland, you know. "Yes, yes, but surely there's undulating terrain in *Falcon 3.0*?" you may say, and there is, but it's not half as realistic. *Tornado*'s hilly bits don't look like patchwork quilts, they actually look like hills. You have to see them move. Blur your eyes and wave the page about. Get the idea?

Actually, it's not surprising we've already compared *Tornado* to *Falcon 3.0*, and it'll become more apparent why as you read on. Digital Integration seems to be fated, as far as Spectrum Holobyte's *Falcon* series is concerned – it seems to be some sort of weird, karmic cycle. You may remember that *F-16 Combat Pilot* came out hot on the heels of the original *Falcon*, and suffered as a result. While DI's *Combat Pilot* was an extremely good simulation, *Falcon* pipped it at the post in terms of gameplay, thanks to the exterior graphics and the freedom of movement you were given. In *Combat Pilot*, you were locked inside your cockpit, but in *Falcon* you could go wherever you wanted, whether inside or out. It made all the difference. It shouldn't have, but it did, even to purists.

In *Tornado*, you'll be pleased to hear, there are no such problems. Look up, look down, view from outside, zoom in and out, rotate, go satellite and all the rest. If you decide to spend your whole time inside the cockpit, however, a treat awaits you – the bitmapped interiors are fantastic, they're exact replicas of the real thing. Look up above your head, look down to your knees and everything is in place (almost as if it's been digitised). Learn to fly a Tornado in this



Lt for the under 18 train. (*That's 'undulating terrain'. Ed.*)



simulation, and you could one day sneak into an RAF base and nick a real one.

So the graphics and the animation are fantastic, but what about the flight model? Well, the Digital Integration team are boffins, to the extent that they're sort of slightly mad. If you play the 'let's see what happens if I go into vertical flight until I run out of speed' game, you'll find yourself in a (possibly) uncontrollable spin. Spin mathematics are about the most complicated in avionics, so what can I say? You feel confident that *Tornado* is a realistic experience throughout. Much research has been done. The flight model is top-notch stuff.

Onto the missions then. Well, as *Tornado* is a state-of-the-art simulator, you get state-of-the-art options – you can opt for the single 'just for fun' missions, or you can play the part of a pilot in an ongoing war situation, where mission successes and failures have a knock-on effect. You can go also for the biggie, where you're the Air Commander who despatches any number of aircraft on missions of your own choosing: waypoints, crew, primary and secondary targets, it's totally down to you (before joining the fray in your own plane). Oh, and one thing I spotted in the not-yet-finished manual, and one of the first things a lot of people will want to have a crack at, is in the simulator part of the game – you can practice systems failures. Reckon you could land a Tornado with its undercarriage shot out? A wheels-up landing. Oh, joy of joys.

Now, clouds are always neat touches in flight sims, aren't they? Well, the clouds in *Tornado* are superior to the clouds in any other game you could care to mention. Why? Because not only do you get the small, thin, wispy clouds (made from a single polygon), but you can also get total cover. White-out, for want of the technical term. "So what?" you might say. Well, take off and you



Pit your wits at instrument flying.

can clearly see the ground below, until you reach a certain height and hit the cloudbase. Then it starts to happen – the ground detail gradually diffuses, eventually disappearing altogether. Then you can't see anything for a while. Then the white diffuses and gives way to blue as you climb into the sunlight. It's brilliant, and coming down feels even better (unless the cloudbase is at 100 feet and you hit the ground as a result of not having checked your instruments properly). (*You're leading up to instrument flying, aren't you? A Reader.*)

Love it or loathe it, instrument flying is a skill worth mastering in *Tornado*, because as well as the possibility of a low cloudbase and the need for low-level flight, missions can also take place in varying densities of fog, or even at night. (It's a very realistic night, by the way, not just a 'let's change the pallette and make everything three shades darker' sort of night – if something hasn't got light bulbs on it, it may as well be invisible.)

If you don't think you can handle this instrument flying lark, it's worth noting at this point that you won't actually have to, as nasty conditions can be turned off. Still, real pilots have to fly on their instruments alone, don't they? And a night attack can give you a tactical advantage, as was shown by the Gulf War Show on television last year. The Gulf War Show also showed that a large part of the air-to-ground 'delivery' job is down to the navigator in the rear seat – a seat you'll have to sit in fairly often in this simulation, a seat that has as many dials and buttons in front of it as does the pilot's. Yes, it's going to be



"Hello, control... what's that about car wax?



extremely challenging stuff, *Tornado*, if you've got the reality levels turned up to maximum. If you've got them turned off, it'll just be a lot of fun.

Anyway, by now you'll probably have gathered that *Tornado* is something special, something very special indeed. There's no doubt about it, from what I've seen. Here we have a home-grown, all British project that's sizing itself up, flexing its muscles and hoping to take the title of the best-looking and most accurate home computer flight simulation on the market. The only question that arises has to be: "Will it be not quite as good as, just as good as or even better than *Falcon 3.0*?" (And *Falcon 3.0*'s already lost round one, because the first shipment proved to be bugged.) Yippee! Move over, Yanks! Johnny Bulldog's coming! Blimey, I've suddenly come over all jingoistic. I'd better stop before I start saying "God bless the Queen mum" or something. STOP

WHAT'S WHAT

TITLE	**Tornado**
PUBLISHER	**Digital Integration**
FORMAT	**PC/ST & Amiga**
PRICE	**Tba**
RELEASED	**Sept/Nov**

GIVE US

Before we gave *Ian Ross* the task of reviewing a selection of cluebooks, he was a strapping six-footer with three black belts in karate. After weeks of sifting through thousands of pages of maps, tips and hints, he was reduced to a gibbering wreck with the eyesight of a dead mole. Here's his report...

Have you ever played an adventure game and spent hours lost in dank dungeons, fighting off evil hordes, only to discover, when you get to the top of the tower, that you don't have the Medallion of Mantra (which was hidden behind a wall somewhere on level 1)? Well, help is at hand in the form of an ever-increasing number of hint and clue books available, covering many genres of game.

The purpose of these books is multifold. They can help out in the scenario described above and can inject new life into games which have been consigned to the back of the disk box because you were stuck and got pissed off with wandering around aimlessly. They can illuminate factors about a game you have already finished – providing new tactics and strategies to try, or showing locations of hidden rooms, treasure etc. They can also be used to discover quirks, cheats and other information previously only known to the programmer, as well as providing interesting background information on the subject of the game.

ROLE PLAYING

AD&D SERIES



One of the most popular sets of hintbooks around is dedicated to the *AD&D* series of adventures from SSI/US Gold. With over ten long and complex games in the *Dragonlance* and *Forgotten Realms* series, these books are virtually a compulsory purchase for players at some point. (Usually near the beginning for me.)

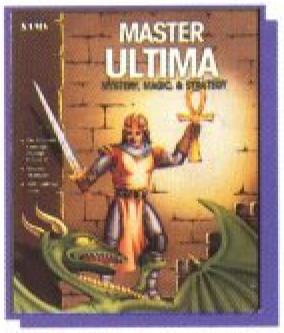
Coming in the form of a pamphlet, rather than a bona fide book, they range in size from 12 pages (for *Heroes Of The Lance*, the first and most basic *AD&D* game) to over 70 pages (for the latest in the series, *Eye Of The Beholder 2*.) The thinner ones clock in at £4.00 each.

Each one begins with an introduction, which helps create atmosphere and set the scene. The bulk of these books is filled with maps detailing the locations of traps, secret passages, treasure etc., lists of items and what they do, information on enemies, and reams of hints about combat, using magic and other features within that particular game.

I found these books to be extremely useful, especially when playing the more complex games.

Title	Eye Of The Beholder 2
Publisher	TSR
Pages	75
Price	£7.99

MASTER ULTIMA



The Ultima series of games began back in 1980. Written and created by Lord British (alias Richard C Gar-riott, according to the book), the series enjoys a cult following and has now reached the seventh adventure. This book covers the first six games, and is not as forthcoming with information as the *AD&D* books. If an area needs to be searched, you are told to search it, but you won't neccessarily be told exactly what you'll find. The help is more in the form of guidance.

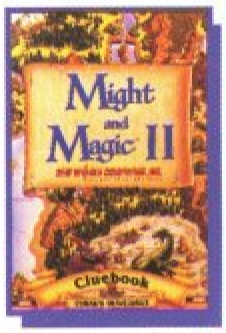
The whole thing is written as an easy-to-follow narrative with a sprinkling of humour, making it enjoyable to read (very important for a book of this size!)

In addition to all this, there's also a glossary of items, people and places within the game, the story of how Dicky Boy came to write these games, and the history of Britannia (where the adventures are set).

This book will be of interest to all fans of the game, and if shown to a newcomer it could easily convert them. An excellent read.

Title	Master Ultima
Publisher	Sams
Pages	400
Price	£15.95

MIGHT AND MAGIC 3



Compared to the previous two *Might And Magic* games, the third is absolutely massive (and much better). This is reflected in the size of the cluebook, which at 240 pages speaks volumes about the size of the game. (*M&M 2* was only 110 pages long!)

Unlike *Master Ultima*, this book is written in a very serious style. Not that this is neccessarily a bad thing – fighting the likes of Mummy Kings and Vulture Rocs while trying to discover the secrets of the isles is no laughing matter.

Contained within is a complete rundown on all characters, enemies, weapons, armour, treasure and items you will come across in the course of the adventure. There is also a plethora of maps to examine, along with the answers to puzzles and riddles.

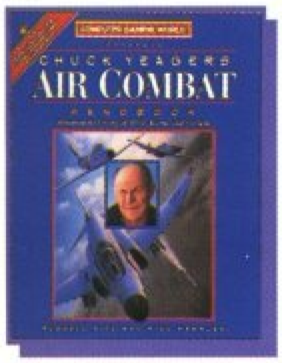
Like the majority of the *AD&D* books, the maps are kept separate from the information concerning exactly where treasure and stuff is located, avoiding the Information Overdose Syndrome (eg "at location X14,Y6 in the town of Wildabar, a scroll can be found"). A great idea which prolongs interest in the game.

Title	Might And Magic 3
Publisher	New World Computing
Pages	240
Price	£14.99

...SA CLUE!

AIR COMBAT

CHUCK YEAGER'S AIR COMBAT HANDBOOK



This is the official guide to *Chuck Yeager's Air Combat* from Electronic Arts, written by two chaps from the American magazine *Computer Gaming World*.

The book sets out not only to guide the player successfully through the numerous missions within the game, but also to enhance these missions (which it does through a crafty RPG section). It also aims to illuminate the wider issues concerning the three wars covered in the game.

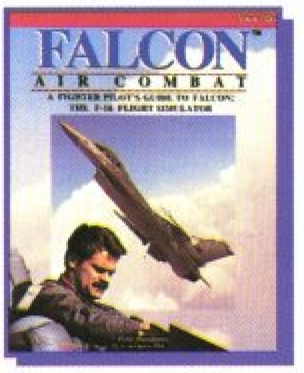
Clearly written by experts in this field, it serves to really enhance the game, giving insights through interviews with the development team and, of course, the man himself – General Chuck Yeager. You also get detailed information on the specs of all the types of aircraft within the game, allowing players to learn the best tactics against any opponent.

The main part of the book looks in detail at the numerous missions, giving sound advice and interesting anecdotes.

This is another example of a book which is readable even if you haven't played the game. Littered with screenshots and photographs, it would grace anyone's collection.

Title	Chuck Yeager's Air Combat Handbook
Publisher	Prima Publishing
Pages	235
Price	£17.45

FALCON AIR COMBAT



Written by one Pete Bonanni, a real-life F-16 Fighter Pilot, this book clearly has the credentials to be a guidebook for aspiring *Falcon* pilots. Starting with a short history of air combat from its humble origins in 1914, the book progresses through the developmemt of the F-16 and its specs, weapons and tactics, concentrating on the latter.

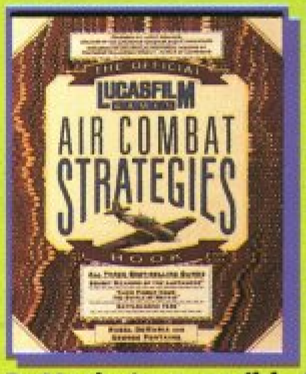
Even though some of the information here is already given in the *Falcon* instruction manual which accompanies the game, it is worth repeating to set the scene for the more in-depth tactics and strategies given here.

Unlike the other two books in this section, you really need to be familiar with the game (or an F-16) to get the most from this one. This is not a fault – it's more to do with the nature of the planes involved. The technology here is far more advanced, making it heavy going as a casual read.

The book succeeds in coaching a pilot in basic manoeuvres, right through the intricacies of air-to-air and air-to-ground combat. Aided with useful diagrams and the occasional photo, *FAC* could seriously lengthen your survival time in the cockpit of an F-16.

Title	Falcon Air Combat
Publisher	Osborne/McGraw-Hill
Pages	230
Price	£11.95

THE OFFICIAL LUCASFILM GAMES AIR COMBAT STRATEGIES



Unlike the other two books, the emphasis here is firmly on historical information, rather than tactics and manoeuvres. Written by Rusel DeMaria (responsible for *The Official Sim Earth Guide*) and George Fontaine (games reviewer, police dectective and private pilot), they clearly lack the air combat expertise provided by contributing personnel in the other books. Fortunately, though, they do not set out primarily to advise on the technicalities of planes shooting each other to bits. They seek to inform the reader about "The Big Picture" – the ins and outs of WW2 – to serve as a backdrop to Lucasfilm's three simulations: *Battlehawks 1942*, *Their Finest Hour* and *Secret Weapons Of The Luftwaffe*. With help from Professor Williamson Murray, they succeed in making this book a compelling read from cover to cover.

You get advice on how to complete the missions within the games, as well as details on a few aerobatic maneouvres, but this book is best used as a source of reference on WW2, specialising in the war in the air. It's as interesting as it is informative, making the games themselves more gripping. You end up feeling that you're participating in a grand scheme in which you are just a small (but vital) part.

Crammed with photos, this is my own personal favourite of all the books featured here. Unreservedly recommended.

Title	Tolgacs
Publisher	Prima Publishing
Pages	480
Price	£17.45



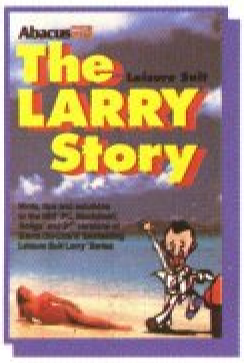
CREDITS

Everybody's been soooo kind in helping us compile this feature! We'd like to thank lovely, lovely US Gold – get in touch with them on (021 625 3388). If you want any of the books, contact my special friends at Computer Manuals (021 7066000), they operate a super speedy mail order service!



GRAPHIC ADVENTURES

THE LARRY STORY



● This book is intended for use with any of the first three *Leisure Suit Larry* games from Sierra. It's split into four main sections covering hints and tips, the 'Larry Language', problem-solving and complete solutions. It is made clear in the book that the complete solution section should be used only if the player is completely stuck. This is because it would be impossible to prevent yourself looking at other areas of the solution - the emphasis (as it should be) is on discovering things for yourself.

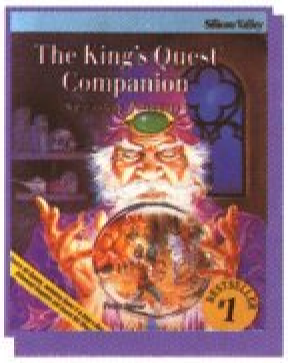
Catering for beginners as well as experts, this book could make the rocky ground of adventure games accessible to a real computer novice. The grammar and vocabulary listing makes typing sentences which the parser can understand very easy, and provides an insight into 'American English' (useful for international players.

The hints and tips section is what this book is all about – it gives help and pointers in a subtle way, ensuring not to give away too much vital information. The last few pages are concerned with getting the game up and running on different machines - from Amigas and ST's to PC's with their related problems of configuring, hard disc installation, sound and graphic cards etc.

Useful for both novices and anyone stuck in one of the games.

Title	The Larry Story
Publisher	Abacus
Pages	156
Price	£13.95

THE KING'S QUEST COMPANION



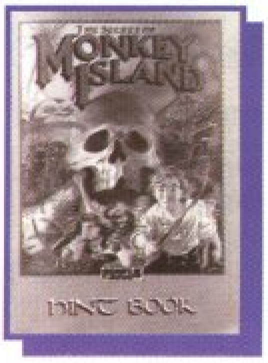
● Over 500 pages, consisting mainly of prose, make this book, er... fat. This is a mammoth tome covering *King's Quest 1–5*, which presents its information in a highly readable, semi-fiction format, similar to *Master Ultima*. The hints (or 'solutions', as the book prefers to call them) are communicated in two very different manners. First comes the semi-fiction method with a story about each of the five games, taking up anywhere between 35 to 80 pages, revealing what needs to be done to complete each story. These have the advantage of being interesting little stories in their own right', and overcome Information Overdose Syndrome by virtue of their length. Secondly, 'The Easy Way Out' section is a more accessible and direct method, along the lines of the "Walk north, look around, throw the stick" style. The choice of which system to use is with the reader.

There is one other area of note within this book, and that's an encyclopedia cataloguing people and items found in the world of Daventry, where the games are set.

Presented with more than a little humour, this well-written and fascinating book is a must for any *King's Quest* fan. The only problem is, you'll need a fork-lift truck to pick the thing up!

Title	The King's Quest Companion
Publisher	Osborne/McGraw-Hill
Pages	584
Price	£11.95

MONKEY ISLAND 2



● The *Monkey Island 2* hint book is similar in size to the *AD&D* series (ie small), featuring a novel way of keeping its secrets secret. Presented in a 'question and answer' format, the answers – printed in blue ink – are effectively obliterated by being completely overwritten by useless red type. In order to see, and therefore read, the blue writing, a strip of transparent red-tinted plastic is provided. When a question you want answered is found, just place the strip over the corresponding answer and lo and behold! – the previously obscured answer is revealed.

As if all this precaution-taking to prevent the dreaded Information Overdose Syndrome wasn't enough, there are several answers to each question – each one being progressively detailed. The first answer is pretty vague, the final one gives away the whole shebang, with others in-between.

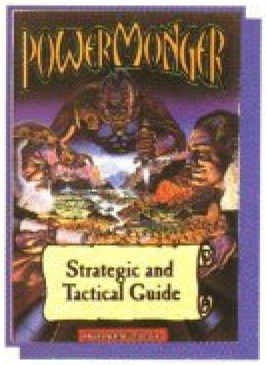
Alternatively, at the back of the book you'll find the complete solution, in the form of a short story which, as usual, makes entertaining reading. Other features include a list giving details of every item, where it's found and what it's for, as well as a small collection of maps and diagrams.

The game itself is not without its humour, and this spills over into the hintbook as well. Useful but pricey.

Title	Monkey Island 2
Publisher	LucasArts
Pages	70
Price	£9.99

STRATEGY

POWERMONGER



Written by Ptarmigan Burlihoo, retired Imperial Poet Laureate and Paramount Censor Emeritus, this book is presented in a very tongue-in-cheek style. This is most odd for a book of this type, but after the confusion cleared I soon warmed to it. Here's an example: "The boats we removed from their rended corpses proved more durable than they (the enemy) did." In plain English, this would read: "Remove boats from defeated army."

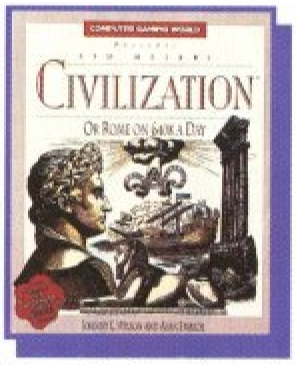
With the exception of one chapter, the whole book is like this, with Ptarmigan "describing and explaining the campaign of enlightened domination upon this most fortunate continent by the great Powermonger." At the beginning, there's a map illustrating the path of least resistance to the other side (this is the route Ptarmigan describes), and there are also maps of particular sectors in each chapter to make it clear which towns to attack first etc.

By its very nature, *Powermonger* is a game of individual style and tactics, so perhaps it's understandable that this particular method of completing the game has been given the comic treatment.

I ended up enjoying Ptarmigan's boastful discourse... oh, and the hints proved to be useful too.

Title	**Powermonger**
Publisher	**Electronic Arts**
Pages	**80**
Price	**£7.50**

CIVILIZATION (OR ROME ON 640K A DAY)



From the creative stables of *Computer Gaming World* comes another winner, in the shape of the authorized guide to *Civilization*. With input from Sid Meier and Bruce Shelley themselves, as well as Johnny L Wilson (*Sim City Planning Commission Handbook*) and Alan Emrich (editor of *CGW*), there can be no doubting the credentials of the brave men who took on the task of putting together this monster of a book.

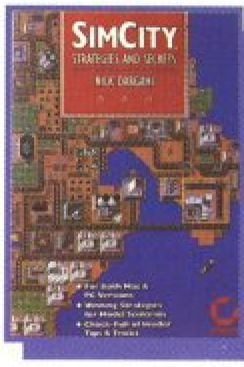
Anyone who has even just watched *Civilization* in operation will know that it's one of the grandest and most complex pieces of entertainment software ever written. The book reflects this, not only in its size, but also in the detail of information given. I introduced this book to a roomful of *Civilization* devotees, and it was nearly ripped to shreds in their rush to get a look. "Hey, you can build on water!" someone cried. "Let me see!!" came the collective response.

Getting started, map structure, city improvement, technological advance, national and civic governments, military campaigns, wonders of the world, performance evaluation and understanding are just a handful of the general headings you'll find within.

If you have a PC, get the game. If you play the game, get this book.

Title	**Civilization**
Publisher	**Prima Publishing**
Pages	**390**
Price	**£17.45**

SIM CITY – STRATEGIES AND SECRETS



Designed with both novices and experts in mind, this book is split into three main sections: "Introduction", "Theory And Secrets" and a section concerning itself with the eight pre-set scenarios in the game.

By far the most interesting and useful part is "Theory And Secrets", which gives the reader an insight into the actual workings of the game. "Don't tax higher than 9%", "Place zones so that they overlap for higher population densities" and "The score at the football stadium is always 49'ers 7, Bears 10" are just three of a multitude of nuggets of information which can be gleaned from this section.

Each page has a margin – here you'll find various icons referring to the paragraph adjcent to them. For example, the Action icon indicates when the reader should do something on their computer, and a pointy finger (pointy, pointy) indicates hints.

There is also a small section on using the two *Sim City* graphics sets – *Ancient Cities* and *Future Cities* – as well as a bit about the *Terrain Editor*.

Although some of the beginners' information is basically the instruction manual repeated, the book still proved to be extremely useful and injected a breath of fresh air into a game I thought I'd played to death.

Title	**Sim City – Strategies And Secrets**
Publisher	**Sybex**
Pages	**255**
Price	**£7.99**

INFORMATION OVERDOSE SYNDROME

(AND HOW TO AVOID IT)

Information Overdose Syndrome (as we call it here at ZERO) can be witnessed in hint and cluebooks when little or no precautions are taken by the authors to prevent the reader from gleaning more information than they needed (or intended) from a particular page.

You may only require some guidance to overcome one particular problem, but when you check out the book for help, you inadvertantly glimpse some answer to a riddle or secret location, or a map which you've not yet reached, robbing you of the joy of discovery (which is what you got the game for in the first place).

Occuring mostly in Adventure/RPG games, book designers (or whatever they're called) have come up with different ways of avoiding this. There's the 'tinted plastic' method, as seen in the *Monkey Island 2* book, while *Might and Magic 3* and *AD&D* keep the maps and the item locations separate. Short stories ensure that vital information is swamped in a mire of prose, and even magic markers which highlight invisible ink have been known to be used. It's good to see that the books are published with the games player in mind.



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ZERO reviews

CRITICS' CORNER

We've always wondered what it would be like at the centre of the Earth. For instance, would there be any gravity? (After all, the pull would come from all directions, and so should logically be cancelled out.) But what else is (or isn't) down there, apart from gravity? Monsters? Anti-matter? A black hole? A giant rabbit? There's only one way to find out, isn't there, and that's to send our critics on yet another mammoth expedition. Not much expense has been spared. We've kitted them out with spades, sleeping bags and bus tickets to Yorkshire (as good a starting place as any), so what will they find?



David: "This is the best place to start digging," said David, indicating the massive area of clay the critics were bogged down in. Amaya asked why, and David explained that clay was fairly soft, and would save on the spade work. Toby pointed out that there was no way of knowing how far the clay went down, or what was underneath, but David was having none of it. "My car got stuck in some of this gunk once," he said, "and clay goes on and on for ever and ever, believe me."



Amaya: "It's sandstone," announced Amaya, having thumbed through her geology book. "So much for your 'clay goes on for ever and ever,'" said Ian to David, "we're only nine feet down," said Toby, "and I thought you said that clay was soft?" "It is," said David angrily. "Yes," replied Toby, "but it's a bitch to dig through, isn't it? If you'd picked a different starting point, we'd be at the centre of the earth already. As it is, we've wasted eight hours." David told him to shut up.



Martin Pond (007): "I've got a device that'll speed things up," said Martin (who thinks he's a secret agent, but isn't really). "What is it?" asked the other members of the ZERO Journey To The Centre Of The Earth Expedition. Martin continued: "It's this," and he fished a large, rusty pocket-watch from his jacket. "It's a tiny bomb which explodes downwards." He placed it on a sandstone shelf at the bottom of the hole and the critics climbed to the surface to wait... and wait... and wait.



Ian Ross: "So much for Martin's pocket-watch then," said Ian. "Yes," said Martin, "I don't understand it, there must be a fault in the particle-splitter or something." They all humoured him for a few seconds, then David led the way back down into the hole to resume work. Ian did a bit of dead reckoning. "We've been at it for eight hours now, and we're nine feet down," he announced, "which means, if we allow six hours a day for sleep, that we'll be at the centre of the earth in 3,600 years.



Toby Finlay: "Blimey," said Toby, doing some mental arithmetic of his own, "that means we'll all be dead before we finish." The party's morale hit an extreme low at this point, until Toby discovered that sandstone made easy digging. "Look," he said, a large pile of sand on his spade, "we'll be there in no time." Ian stuck his spade into the material and recalculated. "Things aren't so bad as I'd forecast," he stated, "if this sandstone strata keeps up, we'll be there in about 1,200 years."



Dagmar Ernst: "This is going amazingly well," said Dagi as she looked up at the hole's entrance – a tiny pin-prick of light, way above. The party had been at it for almost a week, alternating between digging and carrying bags of sand up to the surface. "I think I can feel the gravity getting weaker already," added Dagi optimistically. The others looked at her. She decided to prove her point by throwing her spade into the air as hard as she could: "Just watch it float down."



Duncan MacDonald: "Aaaargh!" yelped Duncan as Dagi's spade landed on the back of his neck. "See?" said Dagi, "it definitely came down slower than it would have done on the surface." Amaya agreed: "Yes, and it's getting warmer too." Excitement was growing among the exploration team. Would strange monsters and plants soon catch their first ever glimpse of light? With 600 feet under their belts and only 3,999.4 miles to go, we'll find out in next month's *Critics' Corner.*

WHAT'S WHAT

This could be your last chance to get to grips with our simple yet impeccable scoring system... possibly.

GRAPHICS 75	ADDICTIVENESS 87	OVERALL 75
SOUND 40	EXECUTION 80	

Games are marked out of 100 on on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that: short. It's a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.





Never mind all that spooky, ooky, kooky nonsense – Gomez only had to whisper "Querrrida" to *Amaya Lopez* once to make her play Ocean's new film licence, and win her heart. (*Yeuch. Ed.*)

THE ADDA

Back in the 1950's, cartoonist Charles Addams created the infamous Addams family, the inspiration for one of the smartest cult TV series ever made. This year, Columbia pictures released the film, and now Ocean has released the computer game starring all our old favourites: little Wednesday and Pugsley, sumptuous Morticia, sexy Uncle Fester and gorgeous Gomez. Ah, if only all families contained such oddities! Imagine having a cousin with more body hair than Micheal Heseltine and a mother who swoons over Freddy Kreuger. Now that would be smart! Well, you can let your imagination run wild in Ocean's latest film licence.

The plot focuses on poor old Gomez, who returns home after a hard night in the Grave Digger's Arms to find that his family have disappeared. Have they run off to a Swiss finishing school to be trained in the manners of normal people? Or have they simply got fed up with a father whose eyes are googlier than Marty Feldman's? Not on your nelly! What's happened is that the family's answer to Clive James, Uncle Fester, has lost his memory and fallen under the spell of that no-good dame, Abigail Craven. She's not the least bit interested in Uncle Fester's nether regions – she's a gold-digger at heart and only wants to get her mits on the Addams' hidden fortune. She's managed to get befuddled Fester on her side, as well as two other evil basts, Tully and the Judge.

Abigail has entered the family's mansion in Gomez's absence, and has managed to capture the other family members, imprisoning them in different areas of the mansion. It's up to you, as Gomez, to rescue your loved ones by finding and freeing your children, Pugsley, Wednesday and that old bat Granny by somehow restoring Fester's memory. After that, you're faced with the prospect of rescuing his 'Querrrida', who's been locked up in the underground vaults, and the task of taking on the dastardly judge in the final conflict.

The game starts at the front door of the Addams mansion. Gomez has been given a note by Thing, containing some words of advice. Thing's advice boxes appear at different stages of the game, giving you extra help – but he's your only ally. Inside the mansion, you have a choice of doors to enter. It doesn't really matter which rooms you go into first, except that you'll only be able to find Morticia once you've rescued all the other members (handy for Bernard Manning types who have no desire to be reunited with their missus).

Each door eventually takes you to a big baddie – if you beat him, you reap a reward in the form of one of your long-lost relatives or a bonus heart. Hearts are quite handy little beauties – you start the game with two, which means you only need to be hit twice before buying the farm. Defeating the big, bad guys will earn you three extra lives, so you can have up to five lives at any one time.

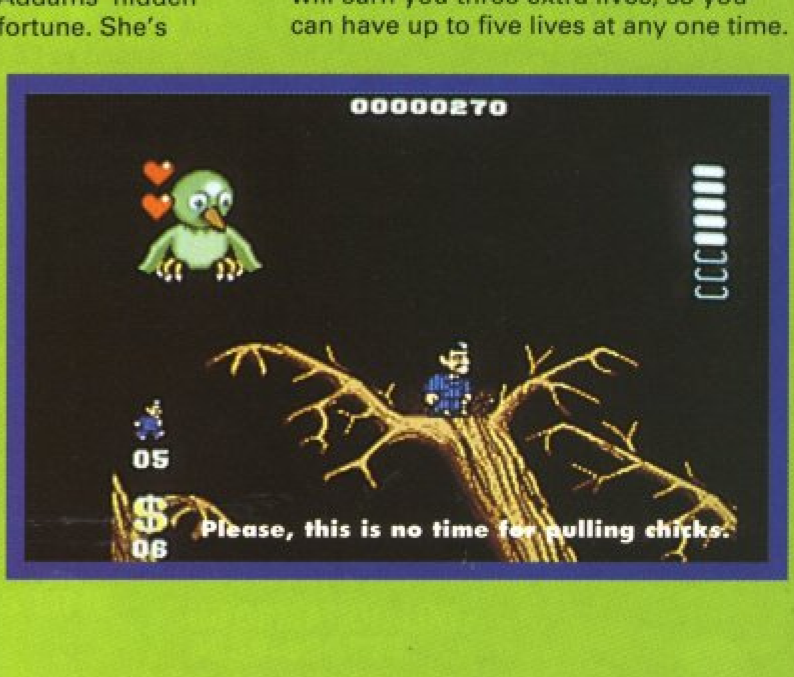


Will the world's most evil conker swing Gomez into oblivion before he can grab the cash?



Life's no beech when you can't even trust you local oak.





Please, this is no time for pulling chicks.







DAMS FAMILY

There's loads of dosh to collect, in the form of twinkling dollar signs – save up 25 and, if need be, one of your hearts will be replenished. Collect $100 and you'll earn a one-up.

Gomez scores points every time he picks something up or kills a nastie by jumping on its head. There's a rather smart shield which makes Gomez indestructible for a limited length of time, natty trainers which allow him to move faster and jump further, a bouncy springboard, and a fez hat which turns



into a fezi-copter when Gomez jumps into it so that he can fly around.

Seemingly inaccessible areas can often be reached by finding a switch and flicking it off. Sometimes switches are hidden in a patterned block – hitting these will often make platforms appear. If you're a bit crap, you can use the Continue option, which sends you back to the hallway, but you'll retain the same amount of hearts and rescued family members. However, if you're skill, you'll be rewarded with a password that, in effect, allows you to save your game.

It's up to you to rescue the kookiest family ever by exploring the kitchen, the torture chamber, music room, conservatory, hallway, underground vault and the super spooky graveyard.

WHAT'S WHAT

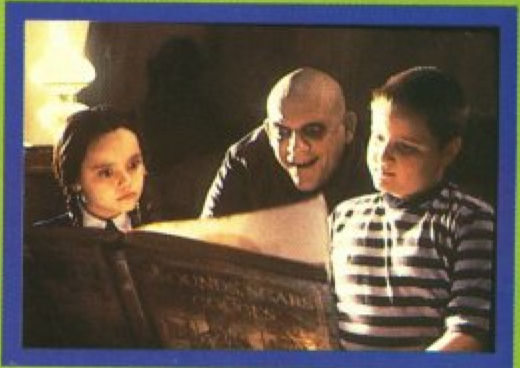
TITLE	The Addams family
PUBLISHER	Ocean
FORMAT	ST & Amiga
PRICE	£25.99
RELEASED	Out Now

AMIGA A

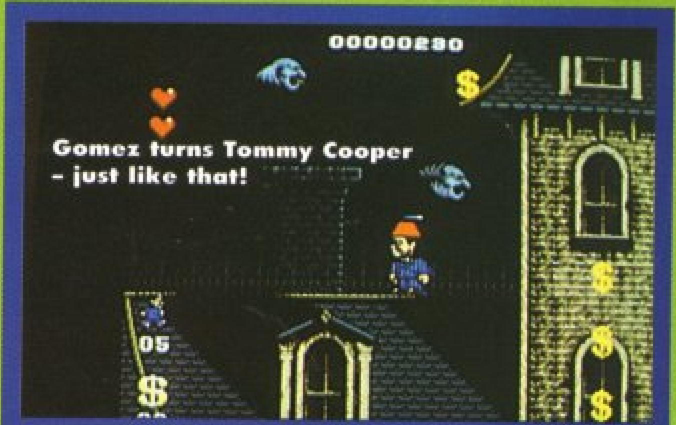
Amaya: Ah, 'the game of the film of the TV series' – much hyped and long awaited. But has it been worth the wait? You bet it has! Playability is the name of this baby – with a capital 'P'. Gomez is the name of the hero and my, what a star he is! He's a real little mover – ducking, diving, climbing ropes, even flying.

However, there's nothing devastatingly original about *The Addams Family* – it borrows some very popular features from some very famous games. *Mario* is the first one that springs to mind, what with all the 'jumping on people's heads' antics and the acquistion of a Super Gomez bonus. There are also spiky spines à la *Sonic* and little *Super Mario*-esque advice boxes. But who says copying is a bad thing? It's okay to borrow the best bits from successful titles and whack 'em all together if the end product is a glorious stew of sizzling gameplay. And that's just what Ocean has done.

The graphics are cute, although nothing extraordinary. Best of all is the way Gomez has been animated – his eyes googling away as he stamps his foot impatiently at your obvious incompetence. It doesn't seem to matter that the graphics aren't *amazing*, because the gameplay's so addictive that it lifts the game above your Mr Average platform romp.



Another big plus is the size of the game – it's huge, with over 1,000 screens and loads of hidden rooms (often hidden behind fake walls). The difficulty level is pitched just right – easy to get it into but hard enough to get you hooked. The soundtrack is also incredibly catchy – sometimes the desire to partake in the family finger-clicking tradition is so strong that you just give in subconsciously. In certain parts it's surprisingly easy to die, so make sure you gather loads of dosh for a reserve supply of lives.



Gomez turns Tommy Cooper – just like that!

There are loads of neat touches in the game, such as the rather fab fezi-copters (or 'Tommy Cooper hats'), which handily turn up in different stages in the game. With these you can fly around all over the shop, reaching those hitherto impossible nooks and crannies. Gomez, the petal, also does a fetching doggy paddle whenever he falls into water, which enables him to get even more points by bumping off all those bothersome fish. He can pick golf balls up to kill enemies and a fencing sword for a bit of hack and slashing.

One of my favourite bits was Lurch's questionable musical skills at the family's piano. The more members of the family I rescued, the more tuneful Lurch's playing became. And what of the nasties? They're here in force, with dangerous end of level baddies, like the Executioner in the torture chamber who bears an uncanny resemblance to that master of computer games, Patrick Moore. Lethal knights in shining armour come at you in the hallway, whilst in the furnace, apart from the drawback that you can't actually touch anything, you're treated to blazing creatures who look like they've OD'd on Ready Brek.

The Addams Family is fab, cutesy, platform fun. I almost wish I could run away and marry it. (*But she's engaged to* Monkey Island 2! *Girls, eh? They're so fickle. Ed.*)

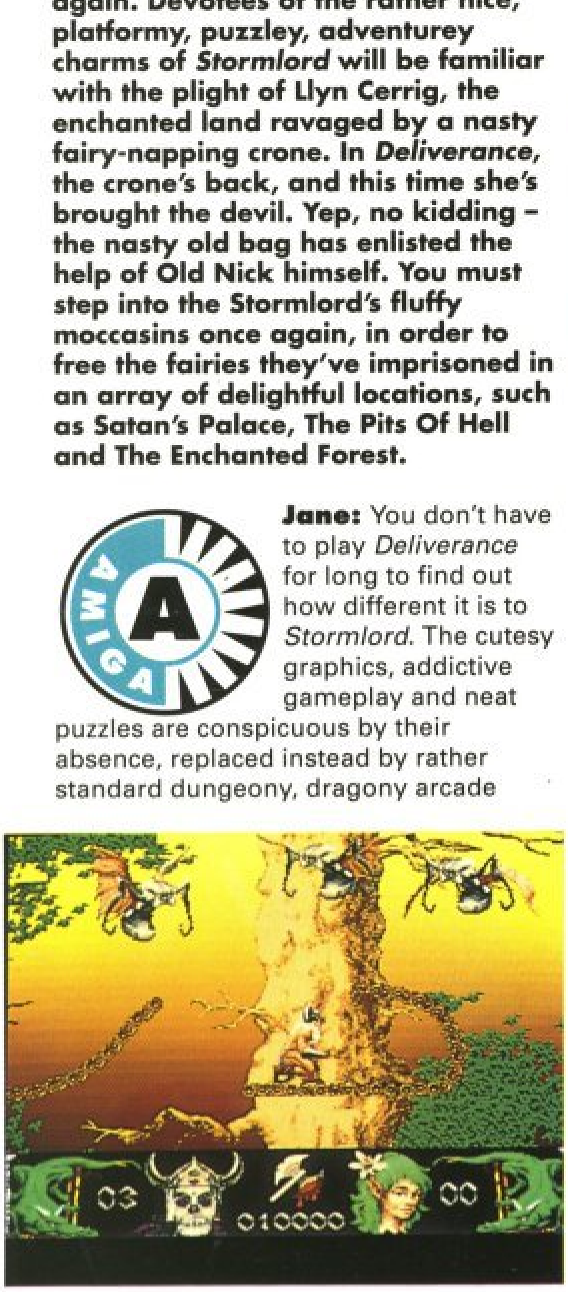
GRAPHICS 86	ADDICTIVENESS 89	OVERALL
SOUND 84	EXECUTION 88	90

DELIVERANCE

Raffaele '*First Samurai*' Cecco was the guy behind the original, and some would argue 'classic', *Stormlord*. Now 21st Century has released the 'sequel', *Deliverance*. *Jane Goldman* was the lass behind the ZERO sofa, so who better to check it out?

The kingdom of Llyn Cerrig is in a dire state of unrest! The long-awaited Upper Llyn Cerrig branch of Texas Homebase still hasn't opened, the price of a pint of Babycham has gone up six pence, and to top it all, that pesky Queen Bahd, the crone, has gone and kidnapped all the ruddy fairies again. Devotees of the rather nice, platformy, puzzley, adventurey charms of *Stormlord* will be familiar with the plight of Llyn Cerrig, the enchanted land ravaged by a nasty fairy-napping crone. In *Deliverance*, the crone's back, and this time she's brought the devil. Yep, no kidding – the nasty old bag has enlisted the help of Old Nick himself. You must step into the Stormlord's fluffy moccasins once again, in order to free the fairies they've imprisoned in an array of delightful locations, such as Satan's Palace, The Pits Of Hell and The Enchanted Forest.

Jane: You don't have to play *Deliverance* for long to find out how different it is to *Stormlord*. The cutesy graphics, addictive gameplay and neat puzzles are conspicuous by their absence, replaced instead by rather standard dungeony, dragony arcade adventure fare and rather lame, frustrating and repetitive gameplay.



You start with an unlimited supply of axes and a pawful of markers. These can be used and re-used to help you navigate your way around the confusing, twisty, turny terrains as you search for the imprisoned fairies. The devil's henchmen (a fairly nasty array of bats, creepy-crawlies, giants fists and assorted fantasy beasts) are there to try and stop you. However, most of them are quite easily dispatched with your handy chopper, which you can either lob at the nasties or kind of whirl round and round frantically.



There are energy coins to collect, but you can also replace lost hit-points by just standing still, which takes about ten years and is considerably less interesting than watching paint dry. However, it does present a handy opportunity to get yourself a cup of Ribena or have a wee. At the end of each level, there's the usual end of level boss-type beastie to contend with. And that, folks, is about the measure of the thing, except to mention briefly that you have three lives and no continues. On the plus side, you do get reincarnated in the spot where you died, which is always a treat.



While the gameplay is, unfortunately, nothing to write home about, it's unfair to entirely write off *Deliverance*. The levels are large and varied, the sound's pretty good, and the sprites are big, extremely smart and quite impressively animated. It's also worth noting that the baddies are programmed to be 'intelligent' (ie they will chase after you if they can, rather than plodding off in the opposite direction).

The background graphics, too, undoubtedly deserve a special mention. They're deliciously lush and detailed – all shiny marble gargoyles, billowing torches in iron sconces, delicate carved wood closets, dangling skeletons, gory cadavers sprawled over torture devices (lovely) and naked bodies strung up in all sorts of uncomfortable and somewhat pervy positions. There are also a couple of enormous and rather unsettlingly life-like statues of topless Egyptian chicks.

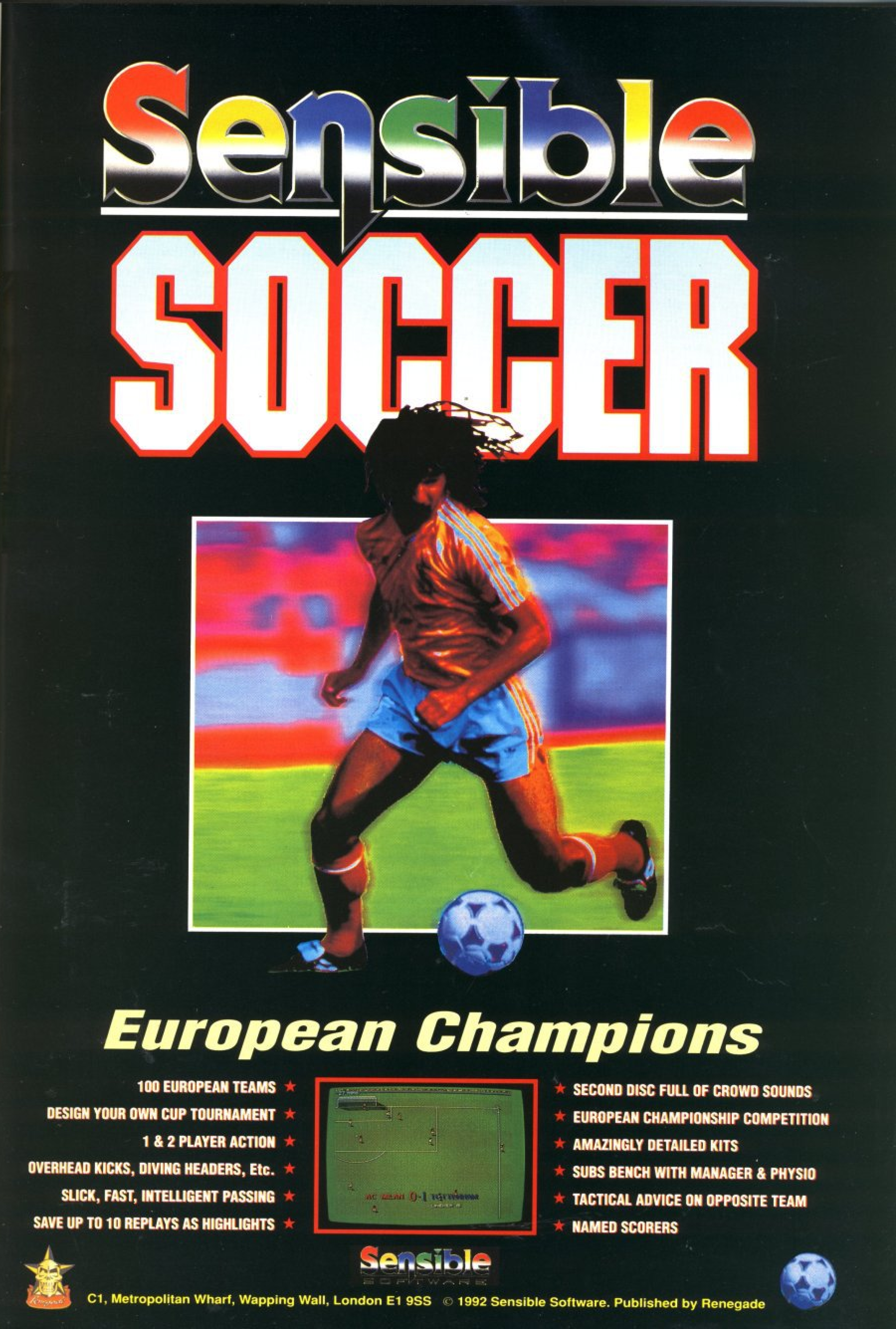
It seems fairly obvious that whoever programmed *Deliverance* is an avid fan of the female form – even the fairies themselves are totally starkers. But beware: spend too long trying to get a good look at a fairy's chassis, and the sneaky little devil will explode! Obviously, these fairies have decided that if the charming hero that discovers their place of imprisonment is more interested in having a gander at their privates than in hurrying them to safety, they'd rather not be rescued at all, thank you very much.

All told, *Deliverance* isn't horrendously bad or deadly boring, but then it's also several squillion light-years away from being 'one more go' fodder. *Stormlord* certainly had its faults, but it had oodles of charm and that certain something that had you coming back to it time and time again – two things that its sequel is sadly lacking. STOP

GRAPHICS 88	ADDICTIVENESS 65	OVERALL 72
SOUND 70	EXECUTION 60	

WHAT'S WHAT

TITLE	Deliverance
PUBLISHER	21st Century Entertainment
FORMAT	ST & Amiga
PRICE	£25.99
RELEASED	Out Now


Sensible
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★ TACTICAL ADVICE ON OPPOSITE TEAM
★ NAMED SCORERS
Sensible
SOFTWARE
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FIRE AND ICE

As any fool knows, coyotes are vermin. They're even less popular in some parts of America than Colonel Gadaffi. Just ask that Road-Runner – he's always strapping old Wiley to large Acme rockets and firing him into the canyon. So no-one was more surprised than us when Graftgold announced a game called *Fire And Ice*, featuring one of the pesky varmints. *Dagmar Ernst* has a little soft spot for these prairie dogs, and she's about to tell you why...

Are you worried about not being trendy? Scared that you can't carry off that beige jumbo-cord safari suit with aplomb? Well, don't despair – now you can take a crash course in how to be cool from the new hero on the horizon of the gamesworld – the very master of coolness, Cool Coyote. *Fire And Ice* is just what Joe Public's been waiting for (I know, 'cos I asked him myself) – another cutesy platform game!

The story goes like this: there's a fire-wizard who lives in Egypt and causes all sorts of trouble. Various evil things can be blamed on him, including global warming and a sudden change in character suffered by all types of creatures, turning them from harmless lovelies into raging, barking-mad beasts.



CC in sub-aqua Cousteau goggles.

Now go away and leave me alone, before I beat the living daylights out of you. Oops, sorry... I was just feeling a bit tense just then. I don't know what's got into me... ever since I played this game I've felt a bit off balance.

Anyway, as you might have guessed, it's Cool Coyote's mission to battle his way through the different levels to Egypt in order to find the wizard, sort him out and save the world. Starting in the frostbite-inducing climate of the Arctic, CC has to suffer various climatic changes before he can finally visit the pyramids, have a relaxing pina-colada at the swimming pool of his five star hotel, and return to the Scottish Highlands, the place he allegedly prefers to anywhere else in the world.

To help him on his journey, CC is equipped with a freeze-gun, which turns baddies into spooky ice sculptures. If you run into one of these before it's thawed, it shatters into pieces, effectively taking all of the fight out of the baddie. Of course, the hotter your location, the faster your deep-frozen villain is back in action, so don't get into the habit of hanging around. There are also some smart power-ups left along the way. For instance, if you find a cloud and 'seed' it with a blast from the freeze-gun, you're showered with snowballs for you to collect and use. All in all, there are ten different types of weapons to be discovered. My favourite was the sonic bark – a piercing howl guaranteed to blast opponents from the screen and keep the neighbours up all night.



CC and Sting in the rainforest.

And CC even has a sidekick – a Robin to his Batman, a Spock to his Kirk – who we shall call Fluffy Puppy (because that's what he is). This diminutive chappie sometimes wanders ahead, sometimes lags behind, and sometimes just hangs around our hero, performing that special sniffy 'hello' that only doggies can get away with in public. Now, if you were to use the Andrex puppy, say, as a canine shield in the real world, you'd probably set yourself up for all sorts of public censure. However, you can forget all that soft rubbish in *Fire And Ice*, 'cos the puppy here is a Pit-Bull/Scrappy-Doo crossbreed, and is quite happy to race ahead, taking some flak on your behalf.

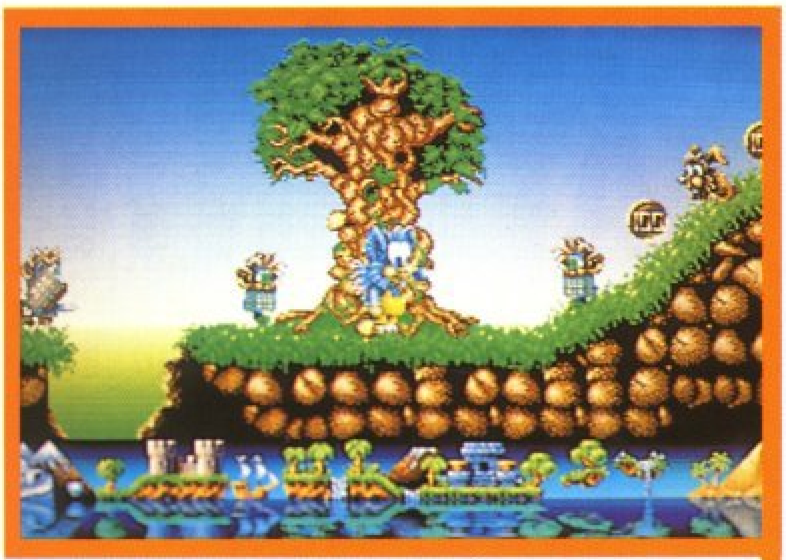


Oh cod! CC is sent to a watery grave.

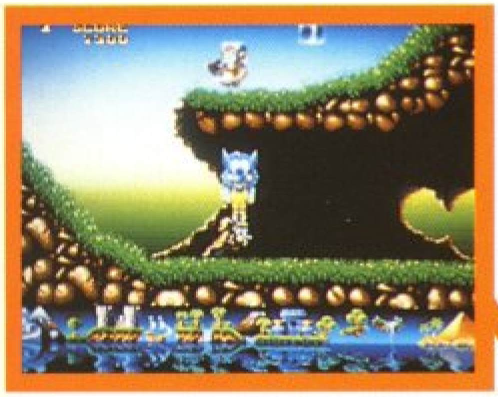
THE JOURNEY

As I mentioned, the hero, or rather the superhero, of this game is Cool Coyote. And cool he truly is. From the start of the title screen, when he sat at the piano, flashed me that 100 watt smile and winked his wolfy eye, I was lost. I would follow him anywhere – through fire and ice, across vast deserts and through tropical storms. Hell, I'd even go to Scotland with the boy, and why? Because he's just sooo cool.

We started off, a merry band, battling across the barren ice flows of the Arctic. Armed only with Ole Betsy the trusty freeze-gun, we zapped the snowball-throwing eskimos and the waddling



Hoots, mon! It's a braw, bricht day for haggis hunting.



Warren embarrassment! Bunny kills.



Put that eskimo on ice, boy!

penguins. We took pot-shots at Charles and Di as they skied at us, and jumped into them before they had time to recover, thus collecting points a-bungo and the vital pieces of a broken key. When you've collected the whole key, you can enter the next level.

And what a level it is! Cool Coyote finds himself haggis hunting in the Scottish Highlands. Except he doesn't – he's still collecting points and bits of key. But he *is* in the Highlands. The music changes from the tinkling ivories of level one to the skirling, er... skirl of medieval bagpipes. This time, Cool Coyote has to face the onslaught of knights, wormy cratures and haggises (or is it haggi?) while searching for a treasure-box and keys beneath the rolling Scottish moors.

Next, our hero dons a diving mask for sub-aqua frolics, where he gets attacked, as you would expect, by giant ants and homicidal killer-kangaroos. Or... hold on... was it fish? Ah yes – fish. If you get trapped down a hole in this level, put aside your fears of the bends and take an express elevator ride to the surface on a large bubble – it's smart. At one point, I thought I was actually shooting Robocod (something I've wanted to do ever since that creep tried to subliminally sell me chocolate bars).

With the beat of bongo drums, level four arrives. Set in the heart of the Amazonian rain forest, things get a lot hotter and a hell of a lot tougher. Everything is harder and faster. Cool Coyote gets attacked by devious snakes and other assorted jungle creatures, while burning arrows whizz through the air and Venus Fly-Traps snap at his heels.

Next comes the Inca temple, full to the rafters with monkeys on pogo-sticks and rabid priests. Unless you manage to quickly put the latter on ice, they bud-off loads of little Inca warriors, each one with an aggressive personality and a nice Happy Mondays basin-cut. Apparently, you can also go on a secret roller-coaster ride in a mine cart, but after that, there's an extra world which forms a sort of bonus points trolley-dash. There are no baddies to speak of here, but if you fall off one of the platforms, that's it. So take it slow and grab as much as Cool Coyote's little paws can carry.

The final level is set in Egypt. Here, you'll find some nasty fire creatures who try to melt the power-ups before you can use them. More ignominious yet, CC ends up fighting against his dinner. Yes, a bunch of gophers become have-a-go-heroes and start lobbing rocks at their natural enemy. Let's hope you manage to put the frighteners on the wizard at the end, or just think what all the other predators will say!

Dagi: In this world of sin, I usually find that there are two types of cute: sickeningly cute and amusingly cute. *Fire And Ice* has the sort of warm and amusing tongue-in-cheek cuteness that makes you want to leave the outside world behind, draw the curtains and toast some crumpets.

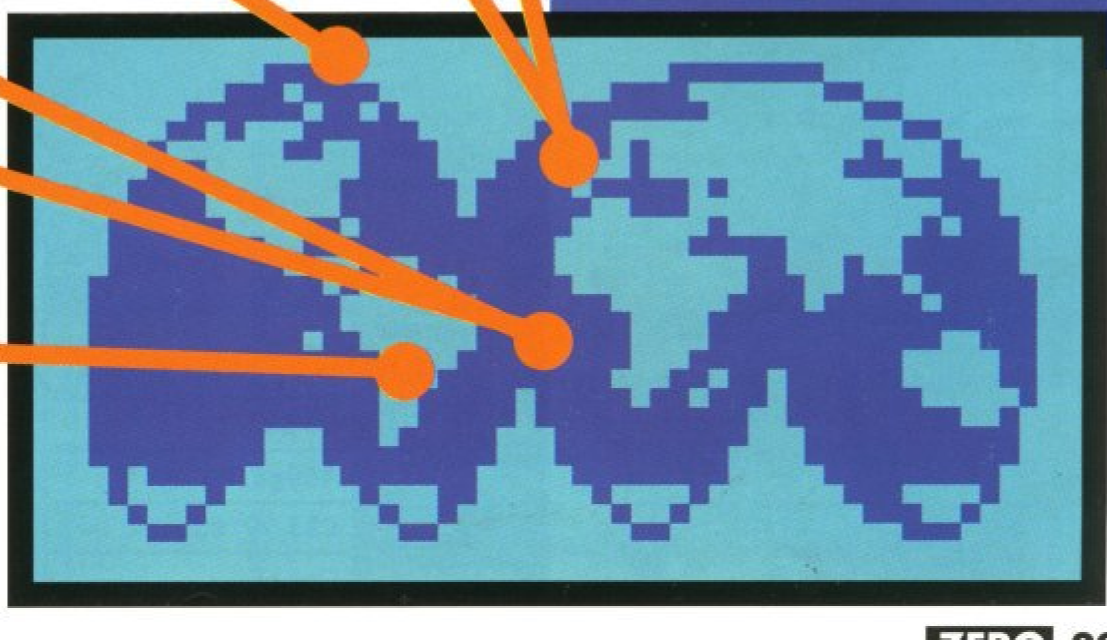
The game is so chock-full of throwaway ideas that until you've finished the very last level there's always something new to discover. Take the underwater section – you can hitch a lift on a passing turtle or use the sprung hinge on a clam shell to gain extra height on a jump. It's like a submarine playground.

Thanks to the four-level training mode, you get a chance to have a look at four of the seven levels, which saves you the frustration of having to spend hours mooning longingly at the level map. Curiosity is a fine thing, and I think all games designers should have the decency to let you catch a glimpse of things to come, especially if the graphics of a game are as exciting as those of *Fire And Ice*. If you're into high quality games bursting with visual ecstasy which offer hours of fun without frustration, you should definitely consider getting this game.

GRAPHICS	89	ADDICTIVENESS	90	OVERALL 90
SOUND	85	EXECUTION	92	

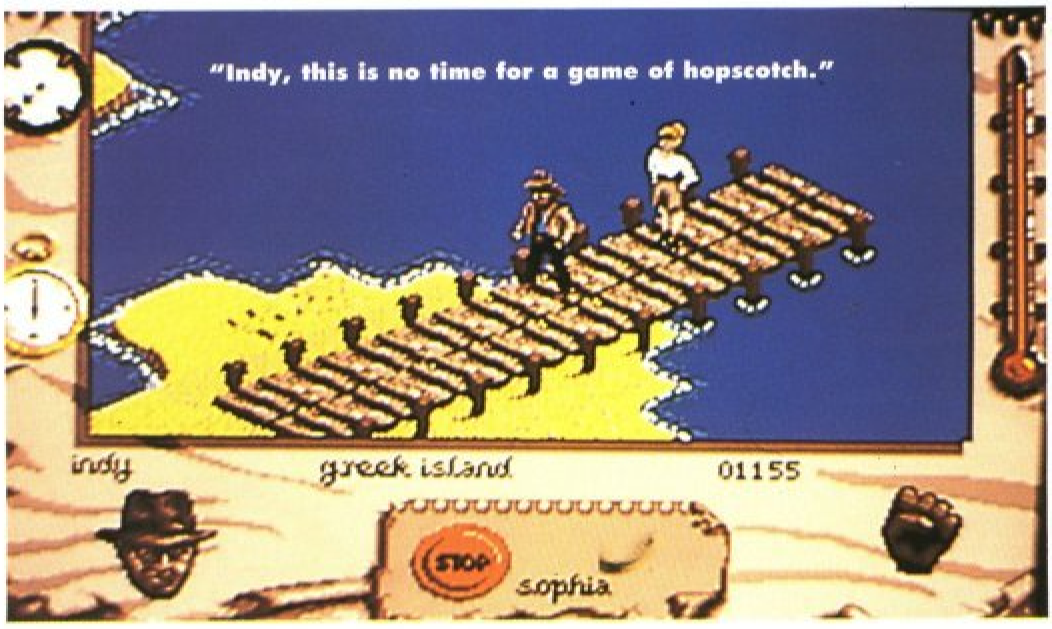
WHAT'S WHAT

TITLE	Fire And Ice
PUBLISHER	Graftgold/Renegade
FORMAT	ST/Amiga
PRICE	£25.99
RELEASED	Late May



THE ACTION GAME

INDIANA JONES AND THE FATE OF ATLANTIS



"*Indy And The Fate Of Atlantis*?" *Amaya Lopez* piped up keenly. "Fab! That means it must include both Harrison Ford and Patrick 'Webbed Feet' Duffy. My all-time heroes in one action-packed game! I can't wait." Oh dear.

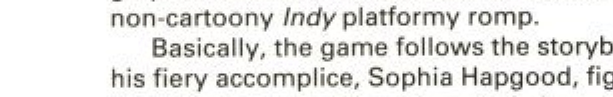
If you're a Harrrison Ford fan, the closest you're ever likely to get to him, unless you bear a striking ressemblance to Alison Doody, is his weeny computer sprite. However, if you're a Patrick Duffy fan, you might as well forget it – those halcyon *Man From Atlantis* days have been long forgotten.

So what's this game all about, then? Well, it's the first Lucasarts *Indy* action game, and it's being programmed by Attention To Detail, the bods who brought us *Night Shift*. Lucasfilm, of course, is busily preparing itself for the release of the graphic adventure (scheduled for the summer), but in the meantime we have the first non-cartoony *Indy* platformy romp.

Basically, the game follows the storyboard of the Dark Horse comic, with Indy and his fiery accomplice, Sophia Hapgood, fighting off the evil (wait for it) Nazis. Some people never say die, and our Indy is one of them, and that's probably why you can't actually kill anyone in his game. You can bop the odd Nazi in the stomach, but you'll never be able to blow his fascist brains out.

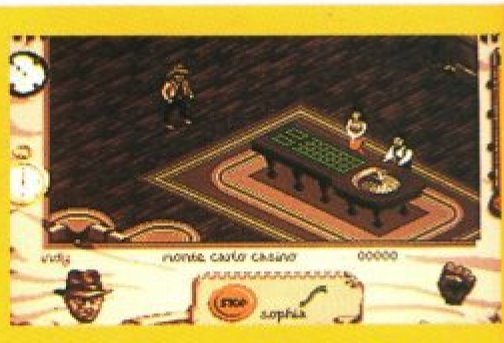
The year is 1938. Indy has uncovered some evidence relating to the lost city of Atlantis – a small minotaur and a bead. A Nazi thief called Kerner steals these and other artefacts from psychic Sophia Hapgood, but luckily Indy arrives on the scene to prevent any bloodshed. Little did Indy know that the thief was working for Dr Hans Uberman, a brilliant scientist who's developing an atomic weapon for Hitler! Kerner takes the artefacts to Uberman's secret labs in the depths of a submarine.

Meanwhile, back in the States, Sophia demonstrates her black belt Aki-Lajr training and Indy allows her to accompany him to Atlantis. On the way, they visit Monte Carlo for a spot of betting, then struggle through a naval base at night, through the docks, into the submarine, and on to find Atlantis. In a bid for sexual equality you can switch between Indy and Sophia, using either Indy's whip and mean left hook or Sophia's nifty high kicks. Guide them through up to nine locations, collecting artefacts, food, weapons and tools, fighting off those dastardly Nazis, chomping on choc to restore your energy and amassing the Atlantean precious material Orichalcum.



WHAT'S WHAT

TITLE	Indiana Jones And The Fate Of Atlantis
PUBLISHER	US Gold/Lucasfilm
FORMAT	Amiga/PC
PRICE	£25.99/£30.99
RELEASED	Out now



AMIGA

Amaya: Rather like *The Godfather*, *Indy The Action* game seems pitched at the younger end of the market. The morally-upright fact that no character can ever die does become frustrating. You don't get much of a bloodthirsty thrill when you're whipping the Nazis' bots, because you know they'll only be down for a few secs before coughing up two squares of Galaxy. Not really the same as blood and guts oozing all over the shop.

Indy and Sophia are well animated, but sometimes they get stuck in front of corners, and you have to be quite precise about manoeuvring them around. Communicating between characters is rather novel – funny little circles, triangles and squares pop up, forcing you to rush to your manual to decipher what it actually means. Presumably, the lack of textual speech is to differentiate it from the real adventure game, and it also adds to the puzzley fun.

There are loads of locations to visit and a quick tap on a function key will give you a choice of handy viewpoints – at times though, it still proved hard to tell whether my sprite was actually being attacked. Going inisde the submarine is rather smart as is the Chief's secret cave. Although the sprites are quite well animated, the overall graphics are slightly bland and lacking in atmosphere. The sound is quite good, with excerpts of the film's theme tune, the realistic clicking of roulette wheels and the cracking of Indy's whip.

All in all, *Indy And The Fate Of Atlantis* is quite a neat arcade romp but I did feel that the gameplay could have been better. Personally, I can't wait for the graphic adventure. STOP

GRAPHICS	80	ADDICTIVENESS	80
SOUND	83	EXECUTION	79

OVERALL 82


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YES YOU CAN!
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C64 ST CPC SPC AG
MYTH
HISTORY IN THE MAKING
C64 SPC CPC
ORIGINALLY RELEASED AS ITALY 1990
WORLD CLASS SOCCER
C64 SPC CPC ST AG PC
TURRICAN II
The Final Fight
C64 SPC CPC ST AG
THE AWARD WINNING ATTACK HELICOPTER SIMULATION
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GLOBAL EFFECT

As a peace-loving earthchild with flowers in his hair, *Martin Pond* skipped and danced barefoot through the forests on hearing he was to review *Global Effect* from Millenium. My, what a jessie!



Utopia is awash with Sky telly dishes.



Stubble-burning with napalm.



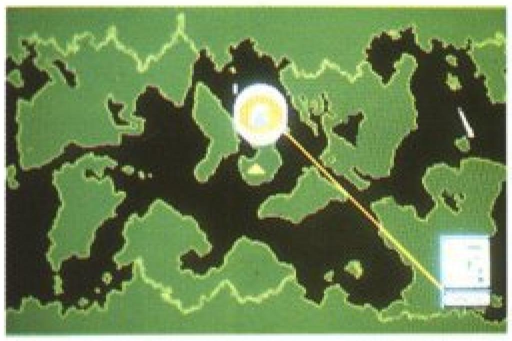
Entering Bar-Chart City.

WHAT'S WHAT

TITLE	Global Effect
PUBLISHER	Millenium
FORMAT	ST & 1 Meg Amiga/PC
PRICE	£29.99/£34.99
RELEASED	Out now

G*obal Effect* is one of those smart games that lets you create your own utopia and then surround it with nuclear power stations and sewage works. The computer generates a world for you with continents, oceans and ice caps. It places a smattering of mineral deposits beneath the land, traces out a web of seismic fault lines, and creates an atmosphere with a certain temperature and ratio of constituents. Et Voila! It's like a Pot Planet, it's that instant.

There are a number of stock scenarios featuring stuff like Ice Ages, nuclear winters, global warming, earthquakes, volcanoes and pollution. The remedy for these situations usually revolves around planting trees, switching to non-fossil fuels, refraining from detonating weapons of mass destruction and putting the population on a strict vegan diet. You can also introduce an 'evil empire' to spice things up. This is played by the computer – as an economic bully-boy seeking world dominance through industrial blitzkrieg, or as a warmongering junta who would sooner nuke the planet than share it with anyone.



Oops, my trigger finger slipped!

Anyway, your main aim is to build up a civilisation without treading on Mother Nature's toes. Building up a settlement involves piecing together components such as city blocks, farms, mines and power stations. You'll also have to furnish each city with a fresh water supply and sewage works.

You can put your nation on a war footing via the Battle Menu. The first thing to do here is to set up your own bunker, an air-conditioned stronghold from which you can conduct thermo-nuclear Armageddon. Then you can construct missile bases, airfields, naval dockyards, early-warning radar and anti-missile battalions. A battle map shows the current positions of your active units (up to 25 at any one time) and the coverage of your radar network. You can also use it to program in the co-ordinates of that small collection of enemy trees you want to wipe off the map.

AMIGA

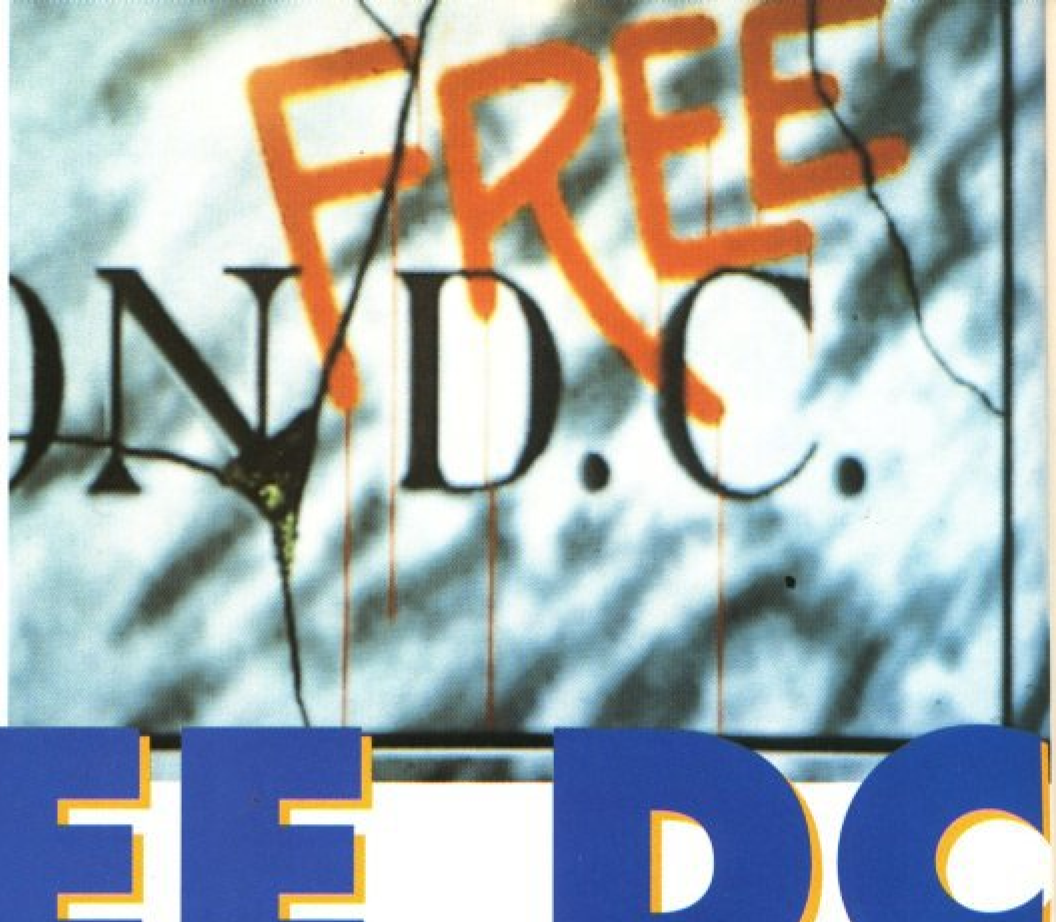
Martin: By the nature of the subject matter, a world sim tends to be a bit on the complex side. While ideally it should be realistic, you don't want the game to suffer through being over-complex. As part of their global warming studies, the Meteorological Office uses Cray super-computers to model the atmosphere, with program runs that can last months. Now, although gameplay is far from addictive, scientists still take the results with a pinch of salt.

At the other end of the scale, *Global Effect* simulates, on a 16-bit, the interaction of industrial, environmental and military factors in managing the world balance. So as you can imagine, Millennium has cut a few corners to make it user-friendly. It's certainly easier to use than *Sim Earth*, so you don't need to be Jonathon Porritt to understand what's going on. However, the game does suffer from trying to spread itself too thin, and the choice of which environmental factors have been included and which ignored seems to depend on what's fallen off the bandwagon.

Irritating bits include the delays while the computer generates each map, and the inconsistencies of timescale which result in missiles taking five game-years to reach their destination – the Royal Mail could deliver a warhead faster than that.

However, for all that it is great fun to play. I have to admit I was a bit of a fascist meathead and played it as a battle sim. But I'm sure that it would be just as much fun if you were to smear yourself in Body Shop products, put an album of whale music on your Walkman and set about turning back the rising sea-levels and plugging the holes in the ozone layer. STOP

GRAPHICS 86	ADDICTIVENESS 84	OVERALL
SOUND 72	EXECUTION 86	84



Cineplay International is the company, *Free DC* is the game and the animated characters within are rendered in what's called Claymation. Can you spot what's missing from all these American words? No? *Duncan MacDonald* can...

FREE DC

Here's a little quizette for you. Name something which nearly all games seem to feel the need to include on their packaging these days. And the answer? It's this: words with a ™ tagged on the end. It's an American phenomenon, of course – just about every single word in the States is followed by a ™, and the practice seems to be spreading like wildfire throughout the entire world. So what's this all got to do with *Free DC*, you may ask. Well, the refreshing thing about *Free DC* is that although it's extremely American, the packaging contains only one ™, and it's a 'joke' anyway. *Free™ DC*, says the title. "Brilliant," I reply. Now you may accuse me of going way over the top even bothering to mention such a small and insignificant detail, but from the planet I come from, we call things like this 'news'. So there you are – consider it reported. Anyway, the newsflash is now over, so onto the game itself.

Free™ DC is, for want of a better description, a semi-point 'n' click animated 'adventure'. Why the word 'semi'? Well, it's because you can't actually point into the main play window and highlight objects with which you want to interact. If a usable object is around, it'll just be taken or used by your character in a pre-orchestrated manner. And why the inverted commas around the word 'adventure'? Well, they're there because this is an adventure game without any real 'problems', if you know what I mean. There are no brain-blenders, no "Yaaargh, I give up!" moments. In *Free DC*, you trot around, talk to people, shoot things, talk to more people, put fairly simple two and twos together and just let all the events unfold around you in a sort of free-form way. So what sort of events are we talking about? It's obviously time for the storyline, isn't it?

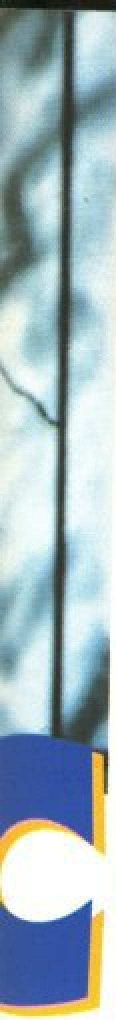


STORY TIME

It's the future, nearly all humans have died out, and the self-perpetuating robots they originally created are in control. Those humans that do still exist have been put in a zoo for the robots to observe. What's the moral? Well it's obvious really, isn't it?

The robots' single zoo isn't to be sniffed at, size-wise. What they've done is to take an entire city and fence it off – the zoo we're dealing with here was once called Washington DC. It's a bit overgrown and dilapidated, but most of the buildings are still there, as are the last eight remaining humans of the planet Earth. So, are you one of them? One of the specimens? No, you're not...

You play a private detective called Avery Zedd, who's been brought through time (from the past, when there were lots of humans) because the robots have a problem they can't sort out on their own. The trouble is that one of their zoo specimens – they're not too sure which one – has constructed a device that instantly de-activates robots at a distance of 50 metres. (The robots discovered this when a group of visiting robot dignitaries were terminated while



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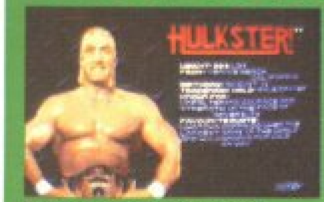
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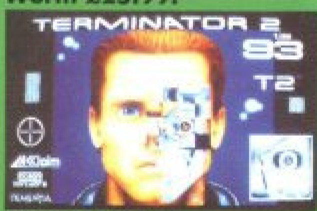
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card). And yes – the speech is brilliant at first, but after the novelty has worn off, the slightly slower speed at which the game runs as a result becomes annoying.

Enough about that and onto something else which is rather annoying – access time for the scenery. The different locations take just that *little* bit too long to load in, and I found myself wondering why, because they only take up the top half of the screen. *Free DC* is a pretty massive game, location-wise, so you naturally want to whizz all around... but can't. You're at A, desperately want to get to E, but locations B, C and D slow you down, even though nothing's actually happening within them. The problem lies in the fact that the 'you hardly have to do anything but click the mouse occasionally' gameplay demands more speed. (Or maybe *just a 20 Mhz PC. Ed.*)

Okay, we've had a couple of downers, so it's time for a couple of uppers, to be fair. The first upper is the graphics – not so much the backgrounds, but the portraits of the characters you get in the dialogue windows – they're fab. Animated faces, moving eyes, eyebrows, mouths... different expressions, depending on the situation. But now we get to the biggest upper of the lot – the storyline. It's excellent, and strung together beautifully. If certain irksome things about *Free DC* are trying to push you away, the plot is always there to draw you back. And you don't get stuck. *Free DC* is an adventure game for people who are crap at adventures.

three types of response, say: ANGRY, KIND or FUNNY. How you reply to people affects the entire outcome of the game, and as there are more responses than there are stars in the sky, repeating yourself in subsequent games is not common. Subsequent games? Yes, in *Free DC* you can get killed if you're not careful.

STOP

GRAPHICS	87	ADDICTIVENESS	80	OVERALL 80
SOUND	88	EXECUTION	80	

WHAT'S WHAT

TITLE	Free DC
PUBLISHER	Cineplay/US Gold
FORMAT	PC/1 Meg Amiga
PRICE	Tba
RELEASED	May/Summer

URGENT!
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ZERO

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have been put in a zoo for the robots to observe. What's the moral? Well it's obvious really, isn't it?

The robots' single zoo isn't to be sniffed at, size-wise. What they've done is to take an entire city and fence it off – the zoo we're dealing with here was once called Washington DC. It's a bit overgrown and dilapidated, but most of the buildings are still there, as are the last eight remaining humans of the planet Earth. So, are you one of them? One of the specimens? No, you're not...

You play a private detective called Avery Zedd, who's been brought through time (from the past, when there were lots of humans) because the robots have a problem they can't sort out on their own. The trouble is that one of their zoo specimens – they're not too sure which one – has constructed a device that instantly de-activates robots at a distance of 50 metres. (The robots discovered this when a group of visiting robot dignitaries were terminated while

observing some humans near the Flying Machine Repository.) The zoo was closed as a result, and several heavily-armed Red Knight robots were programmed to find the guilty specimen and remove him.

Thanks to the de-activating device which caused the problem in the first place, the Red Knights never returned from their mission. More were sent. They didn't return either. And so on. The rogue human specimen had terminated 62 robot units before the zoo director realised he was backing a non-runner and that his tactics, so far, had been crap. The only way to find the guilty specimen, he decided, was to utilise the services of another human.

So there you are. You're Avery Zedd, you've been brought through time, you now have a capsule containing a lethal substance implanted irremovably in your body, and you've been told you have exactly 12 hours to locate the rogue human. You're not alone in your quest, though, because the robots have kindly equipped you with an escort called Wattson.

Wattson is (as you may have gathered) a robot, and he's useful in several ways. Firstly for information – you can talk to him about many things. Secondly for help – he may well be useful in certain situations. And thirdly as transport – you can sit on him and travel around the massive zoo complex much more quickly than on foot. There is a drawback to Wattson's enforced presence, however – he has a direct uplink to the robot command office, meaning that all your movements and conversations will be continuously monitored. Or will they? Maybe he could be 'debugged', as it were. (But that would be giving things away.)



INTERACTION

Free DC contains possibly one of the simplest point 'n' click interfaces you'll find anywhere, as there's hardly anything you need to do. Avery's movement is controlled by pointing and clicking in the main graphics window – point somewhere, click, and he'll walk there (or ride there on Wattson's saddle, if mounted). That's about it for the interaction with the graphics window, as everything else is taken care of by the program.

So how do you interact? Simple. There are three red action buttons on the console, as you'll see in the screenshots. The text that appears on these action buttons changes depending on your situation. Let's say you're on foot and you want to ride Wattson instead. The action buttons (on their default setting) will read STUN, TALK, and USE. If you click on USE, the action button text will change to GUN, WATTSON and MAP. You want to USE Wattson, so click WATTSON and voilà! – Avery climbs aboard.

The same sort of thing happens to the action buttons when, for instance, you want to communicate with a character. Click on TALK, and dialogue between you and the relevant person (or robot) will appear onscreen, in text boxes. When the conversation reaches a 'junction', you notice that the action buttons are offering you an opening for three types of response, say: ANGRY, KIND or FUNNY. How you reply to people affects the entire outcome of the game, and as there are more responses than there are stars in the sky, repeating yourself in subsequent games is not common. Subsequent games? Yes, in *Free DC* you can get killed if you're not careful.

STOP

PC

Dunc: *Free DC*'s a bit of a strange one, really. First of all, I thought: "Hey, there's not much to do here, is there?' Then I thought: "Hang on, this is actually quite absorbing." Then I thought: "No, you haven't got quite enough to do." Then I thought: "I wonder what'll happen if I try this." I was constantly in the process of losing interest and then gaining it again.

Yes, it's an uppy/downy game which scores well in some areas but not in others. One of the big selling points of *Free DC*, and, so you'd suppose, one of the uppers, is that there are three megabytes of digitised character speech to enjoy (if you've got a *Soundblaster* card). And yes – the speech is brilliant at first, but after the novelty has worn off, the slightly slower speed at which the game runs as a result becomes annoying.

Enough about that and onto something else which is rather annoying – access time for the scenery. The different locations take just that *little* bit too long to load in, and I found myself wondering why, because they only take up the top half of the screen. *Free DC* is a pretty massive game, location-wise, so you naturally want to whizz all around... but can't. You're at A, desperately want to get to E, but locations B, C and D slow you down, even though nothing's actually happening within them. The problem lies in the fact that the 'you hardly have to do anything but click the mouse occasionally' gameplay demands more speed. (Or maybe *just a 20 Mhz PC. Ed.*)

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GRAPHICS	87	ADDICTIVENESS	80	OVERALL 80
SOUND	88	EXECUTION	80	

WHAT'S WHAT

TITLE	Free DC
PUBLISHER	Cineplay/US Gold
FORMAT	PC/1 Meg Amiga
PRICE	Tba
RELEASED	May/Summer

BANE OF THE COSMIC FORGE



Bane Of The Cosmic Force is the sixth in Sir-Tech's Wizardry RPG series. The sixth??? This was a new one on Duncan MacDonald, who thought it was just another Dungeon Master clone. How wrong he was.

ZERO HERO

Most people in Britain, myself included, have always credited *Dungeon Master* with being the first, er... *Dungeon Master* type of game. Well, guess who's been terribly, terribly wrong. In 1981, over in the States, Sir-Tech released *Wizardry* for the steam-powered PC's of the time. *Wizardry* was, to all intents and purposes, *Dungeon Master* (only *Dungeon Master* didn't even exist, and was going to continue not existing for about five years). So what I'm reviewing here is *Bane Of The Cosmic Force*, the latest in the *Wizardry* series, and not a *Dungeon Master* clone after all.

The graphics in *Bane*, as you can see, are EGA. This probably leads you to assume something like: "Oh, come on – this game can't possibly be as good as *Eye Of The Beholder II*." But don't forget what you've just learned – Sir-Tech are old hands at this sort of fantasy role-playing caper. Their experience in the field means that the most important elements of an RPG, namely gameplay and atmosphere, are notable by their abundance. But I'm jumping the gun a bit here, because although *Bane* is essentially like *Dungeon Master* and *Eye Of The Beholder*, it's by no means exactly the same. Here's a quick run through of the game to give you an idea...

First, you create your characters (six of them) and choose their race, sex and profession. Nothing new there, then. But it's the abundance of choice you have that makes *Bane* stand out. Then we come to the stats. To cut a very long story short, this is an extensive character-generating front end with a basic spell tutorial for the magicians and alchemists. You can alter your character's Intelligence, Dexterity, Personality and even Piety. (The characters are given Karma too, but that's random).

Into the dungeons then, with the familiar forward, left and right arrows for party movement. We're in *Dungeon Master* territory basically, so you'll know roughly what to expect (until you get attacked, that is). Then you're into proper RPG realms. Rather than conduct the fight in real-time (where speed of thought and mouse control is of utmost importance), you have time to gather your thoughts and plan. You cycle through each party member in turn and tell them what their next move will be (a battle can last for several moves).

There's a large choice of moves, ranging from fighting to using spells to running away – what you get in each case depends entirely on what the individual character is capable of. Once the whole party has been given battle instructions, the fight begins, and all you can do is watch (and pray).

Now it's back to the *Dungeon Master* routine. Walk around, open doors, find things in chests, discover new spells, discover new weapons, walk down stairs to lower levels of the labyrinth and so on. Then there'll be some fighting. Then some running. Then some hiding. Then some more walking and opening doors. On it goes.

You become totally engrossed and, before you know it, you realise you've just spent five days in front of your monitor, without eating or sleeping. It used to be called *Dungeon Master*-itis, but now we know the real story. STOP



GRAPHICS 75	ADDICTIVENESS 93	OVERALL
SOUND 75	EXECUTION 85	90

WHAT'S WHAT

TITLE	Bane of The Cosmic Forge
PUBLISHER	Sir Tech/US Gold
FORMAT	PC/Amiga
PRICE	Tba
RELEASED	May/Tba

PC

Dunc: The graphics aren't exactly mind-blowing, but then again they're not VGA, are they? Still, what's there is reasonably good, will run on even a crap PC, and does the fantasy role-playing job perfectly well.

As for the game itself, well... what can I say? This is another of those all night jobs that eventually becomes virtually a lifetime's obsession – like *Dungeon Master* really, but we've been into that. What I will say for final illustration is that *Dungeon Master* was an arcade/RPG with the emphasis on arcade, while *Bane* is an arcade/RPG with the emphasis on RPG. Both work equally well.

Oh, I forgot to tell you about your quest! You've got to locate the Cosmic Forge, which is a magical pen. You've got to risk six lives to find a pen! Can you believe it? RPG's, eh?

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LURE O T TEM



1 Diermot tries to buy information about his herbaceous border.

2 Clay Jones, *Gardener's Question Time* host, goes into a trance while experiencing the mind-expanding effects of inhaling Baby Bio.

3 Ratpouch, during one of the rare moments when he manages to keep his gob shut.

Given a free evening with nothing much on telly, *Martin Pond* likes nothing better than manipulating some objects and perhaps even interacting with some people too. Sounds like the ideal person to review Virgin's *The Lure Of The Temptress* to us.

T*he Lure of the Temptress* (henceforth to be called *LOTT*) is an interactive graphic adventure developed by Revolution Software. It's the first one to use their Virtual Theatre system, an adventure engine which aims to create a 'real world' environment inside your computer's memory, in which the cast exist and interact with one another independent of the player character. Hence the game advances and develops in real-time... whoops, I'm getting a waffle-overload warning here, perhaps I'd better just bedazzle you with the plotty bit.

You play a scummy peasant called Diermot, an unlikely and unwilling hero who is thrown into momentous events by a mere twist of fate. (So he's very much a John Major figure.) Diermot lands himself a bit of a holiday job as a beater on one of the King's hunts. However, what should have been a pleasant few days harassing the local wildlife turns horribly wrong when news is received that the enchantress Selina, the 'Temptress' of the title, has orchestrated an uprising in the distant town of Turnvale. So the king rides off, anxious to show Selina who wears the codpiece and hose in the kingdom. This he does quite convincingly by proceeding to get trounced by her army of Skorls – freelance thugs with the sensitivity and compassion of a Doberman and the winsome appearance of a baboon's bottom.

Diermot, a card-carrying coward, unfortunately finds himself in the thick of the battle and, worse still, on the side that comes second. Suffice to say, our hero ends up as a prisoner in the smelliest dungeon in occupied Turnvale. That's where you kick off – you've got to escape and liberate the town, and to do that you've got to go on a blind date with the Temptress herself.



Luckily, Diermot had already concealed his chicken inside his tights.

THE LEADING MAN



The game boasts a labour-saving point and click interface and an intuitive user interface. The upshot of this is that it's all very logical and simple – there's no typing required, just the two mouse buttons, so you don't even have to take off your oven-gloves when you play. When you're entering a command, you're given a selection of nouns and verbs which you cobble together into a sentence (a tried-and-trusted technique pioneered by the games correspondent



of *Today* newspaper). For instance, if you wanted to use an item in your possession – a Pot Noodle, say – the computer would then provide you with a list of logical possible verbs such as DISCARD, BURY and FLUSH, without wasting your time with words like EAT.

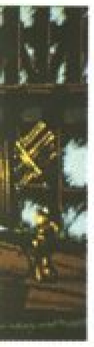
Similarly, when you talk to a character you're given a number of useful topics of conversation and pertinent questions. So if you were to meet Cliff Richard in this game environment (and I'm not saying you will, I don't want to give the plot away) you might have the option of asking him about a) being dumped by Sue Barker, b) his colostomy, or c) if it's true he's a still a virgin.

One of the advantages the game has over previous graphic adventures is the autorouting system, which has the characters moving gracefully around the screen as if they'd been choreographed by Lionel Blair himself. It works like this. If Diermot encounters an obstacle when crossing a room, then rather than him coming to a perplexed standstill he'll walk around it without help (like real people do). All the other characters do this too, so even though up to five can be onscreen at once, log-jams are rare.

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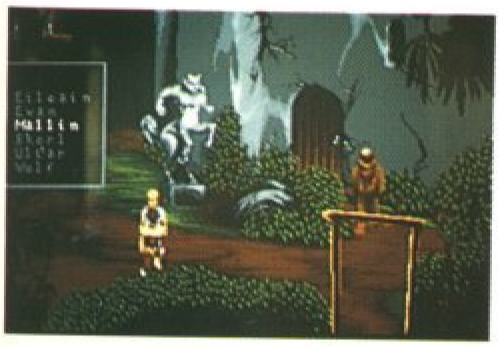


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THE COMIC SIDEKICK



Early on in the game you acquire a loyal companion called Ratpouch, an independent character who you get to boss around. The commands you give to him are similar to those used on the player character, except that they can be linked together to form a long agenda of things to do. So you can pack him off to complete some task, safe in the knowledge that he will complete it to the best of his ability and then come bounding back to you for a pat on the head and a tickle on the tumkin. This is essential, as some of the puzzles are impossible to solve if you're working on your own. Though you can issue commands to any of the characters, only faithful old Ratpouch is guaranteed to give it his best shot without you having to resort to offering money or personal services.



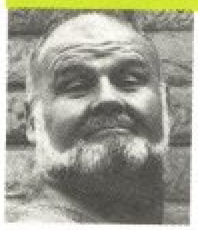
THE SUPPORTING CAST



One thing *LOTT* is not short of is other characters to interact with – it's got a cast of literally thousands. *(Twenty actually. Ed.)* Eleven of these are free to wander around as they go about their chores. They autoroute their way from location to location, exchanging gossip with one another as they meet. This allows you to pick up the odd snippet of info just by 'eavesdropping' on the speech bubbles.



THE CAMEOS



The other characters interact in the same way, but they're effectively stapled to the floor and are always to be found in the same place. Like in *Eastenders*, with Big Ron always in the Vic, (except the bit parts in *LOTT* get more lines than Ron).

Characters you meet can be friendly or aggressive, or they may adopt an attitude best described as 'jury's still out on this one – I think I'll interact with you a bit more before I come down off this fence'. The other characters also interact with one another, depending on their personalities. At one point you take a magic potion – a sort of Bobby Davro Juice – which turns you into an exact facsimile of Selina. So when you approach the villagers, they treat you to the kind of welcome reserved for Jehovah's Witnesses and FAST quick-response teams.



WHAT'S WHAT

TITLE	Lure Of The Temptress
PUBLISHER	Virgin
FORMAT	ST/Amiga/PC
PRICE	Tba
RELEASED	May

Martin: I know I've been paying more attention to the game environment than to the game itself, but that's because this is only the first adventure to use Virtual Theatre, and it's important to get a feel for it. Besides, I don't want to spill the beans about the plot, you little cheats.

Anyway, there's loads of attention to detail. A lot of care has gone into creating each location, there's the odd bit of animation in the background and some atmospheric sounds (birds singing, bells tolling etc). Nellie, a well-built barmaid at the Magpie Tavern, looks like the Hulk Hogan sprite from *WWF*, and has the insanitary habit of scratching her armpits before she pulls a pint. But Eileain 'the lady of dubious morals' was a bit of a let-down. Her turpitude seems to manifest itself in her sitting around and knitting.

Until a stranger has introduced themself, they'll only be referred to as stranger, so you won't know who's who at first. *(Just like in real*



life, where 'strangers are just friends we haven't met yet'. Ed.) Yes, it's definitely more realistic. However, the game seems quite tedious unless you know just what you're doing. For instance, there's a loading break between each screen which, though brief, can be annoying if you're roaming around looking for clues in a maze of empty rooms. Things aren't helped by the puns, which are a bit poor, and get poorer the more they're repeated (in this respect, it's more like 'Virtual Panto').

In a way, *LOTT* is a brave attempt which sometimes doesn't seem to quite work (perhaps because you only get a glimpse of how great the possibilities are for this sort of game). However, Virtual Theatre is definitely a step forward, and I for one will be booking a seat in advance for the next production to run there. STOP

GRAPHICS	89	ADDICTIVENESS	88	OVERALL 88
SOUND	80	EXECUTION	91	

PACIFIC ISLANDS

Empire Simulation has brought out a sequel to *Team Yankee* – a mouse-driven battle sim called *Pacific Islands*. *Martin Pond* claims to have been Monty's double back in 'The Big One', so we let him try it out.

One can fully understand Empire Simulation's dilemma: ever since those vodka-snorting atheists in the Evil Empire turned soft and got hip to democracy, there's been a deficit of decent villains. Obviously, there's a limit to the number of scenarios you can build around the dastardly deeds of the Welsh. But talk about unlikely scenarios: disaffected renegade Soviet communists invading an atoll in the Pacific called Yama Yama. I think I'd have less of a problem suspending disbelief if they'd plumped for maverick kick-boxing nuns laying siege to the fleshpots of Amsterdam. Still, there you have it – the game puts you in charge of four armoured units as they spend an idyllic holiday island-hopping and commie-bashing around the Pacific Ocean.

First of all, you're given a mission briefing and given the opportunity to set the time and target area for an airstrike. This is useful for creating a diversion, upsetting the enemy or waking you up if you've dropped off.

When you're in the battle zone, you can control all the units at once with the four-way split screen. For each unit, you can view either the status screen, the map screen or the 3D view screen. The latter shows a view from the turret, and lets you select and fire the various weapons. It also has a smart IR imaging scope – handy at night, or if you've been using smoke grenades (especially since the closest the Russkies have got to equipping their tanks with night vision is extra carrot rations for the gunners).



What is the OS symbol for disaffected renegade soviet communist?

The map screen shows where your team is in relation to enemy units, buildings, rivers and roads. The man-made structures include: radar dishes, ammunition stores, factories (which churn out new tanks) and civilian buildings. They all look different on the 3D view, so there's no excuse for turning that paediatric hospital into a pile of rubble – make a mistake and you'll be coming home to a hefty fine! That's the horror of war, I s'pose.

To move a unit anywhere, you have to decide whether you want it to travel under cover or at speed over the open plains, and then program a destination point into the map. Some thought also has to go into the unit's arrangement to make sure that it presents as small a target as possible.

WHAT'S WHAT

TITLE	Pacific Islands
PUBLISHER	Empire
FORMAT	Amiga & ST/PC
PRICE	£29.99/£34.99
RELEASED	Out Now

Four different screens – four times the fun or sixteen times the brain-ache?



Martin: My big beef about this game is the movement control. You can't change direction in the 3D mode, while fine control (such as would be required to negotiate a bridge, say) is impossible with the waypoint system. Hence bridges lose the strategic value they have in real life, because this last point necessitates that rivers are fordable at every point. It's a crying shame.

Furthermore, the control panel has redundant buttons everywhere. A unit's tanks can be placed in more useless formations than a synchronised swimming team, and there's a button to select each of them. And why have a button for the laser range-finder? You only touch it once, to turn it on at the start of the mission. Having got all that off my chest, the game is very absorbing when you get the hang of the controls. It's got all



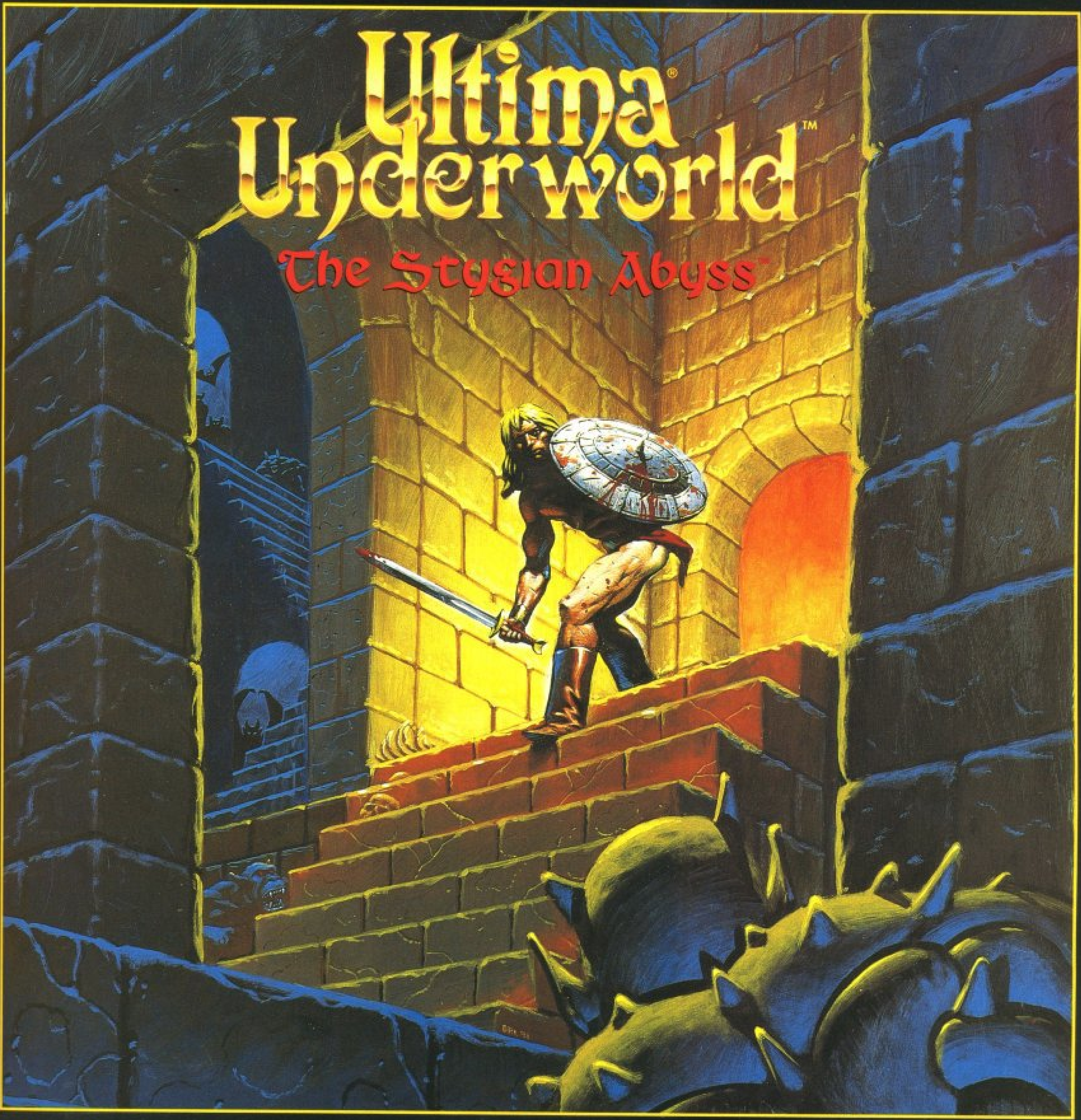
The 8th Bar-B-Q Regiment, char-grilled snacks for the front line.

the best bits about *Team Yankee*, but it's a lot more user-friendly – you can now shoot buildings and even trees! Another good point is that the authentic specifications for equipment have been used (such as the re-load speeds of the various armaments).

The simulation is very atmospheric, and is very successfull in recreating 'the fog of war' – if you haven't lost a unit through friendly fire by the end of the first mission, I'll eat my tin hat. It's still a bad scenario, though. STOP

GRAPHICS	83	ADDICTIVENESS	78
SOUND	86	EXECUTION	81

OVERALL 82



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UNDER WRAPS

In these troubled economic times, launching a brand new software house is quite a bold venture. Enter stage left – Mirage. Mirage has been spawned by a former MicroProse big cheese and one of the country's leading games distributors. In order to carry it off, it'll need to have a pretty strong product line-up. Anyway, it's about time we had a look, isn't it?



IT'S JUST

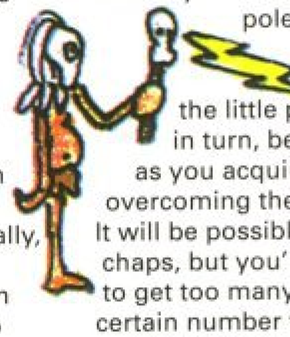
HUMANS



Dewsbury-based Imagitec is the development team that has brought us *Prophecy: The Viking Child* through Electronic Zoo (RIP) and is currently working on *Daemonsgate*, a role-playing adventure game for Gremlin. Now the team is tying-up with Mirage, and two new titles are in the offing. The first is *Humans*, and it's a title that's got the Mirage team all hot and bothered.

Based on a kind of *Lemmings*-style gameplay, the game puts you in charge of a group of prehistoric tribes-people. Guiding each individually, you have to help the little people across various hazardous levels. Each level sets you an objective, related to important discoveries in man's pre-historical development – you know, like fire and the wheel. These discoveries are represented simply by the appropriate sprite, hidden somewhere on a level (usually somewhere that'll require a bit of mind-power to figure out how to get to it). Now although you'll literally pick this icon up, you shouldn't take it literally, oh no siree! You see, it's an analogy – it's symbolic of the discovery of the item in question, the acquisition of knowledge, if you like.

You'll start the game with a bare essential list of control icons, which will enable you to climb on each other's shoulders and pick things up. Once you acquire this 'knowledge', you'll then receive new control icons that'll enable you to put the object in question to its various uses. Say, for example, you discover the spear. You'll then find you've gained a selection of new control icons that'll enable you to throw the spear, use it to pole-vault over gaps or guard things. So your influence over the little people builds. The game, in turn, becomes more complex as you acquire methods of overcoming the obstacles ahead of you. It will be possible for you to kill your chaps, but you'll have to be careful not to get too many topped, as you'll need a certain number to complete a level.



The little human graphics are very cartoony, and have numerous humorous animations to accompany their actions. Run them off a cliff, and they'll pause, fixed in mid-air, before doing a double-take and plummeting to the ground. Ouch! Mirage is very excited about the prospects for *Humans*, and judging by the success of *Dark Seed* and *Ashes Of Empire* (both reviewed in this issue), it certainly has an eye for a good product. Sort of bodes well for the future, doesn't it, gamesters?

WHAT'S WHAT

TITLE	Humans
PUBLISHER	Mirage
FORMAT	Amiga/PC
PRICE	£29.99/£39.99
RELEASED	May/June

1 SCROLLING WINDOW
Your game screen is divided into two parts. This is the window in which you play the game. The little chaps are the humans. The guy you're controlling is highlighted by an arrow.

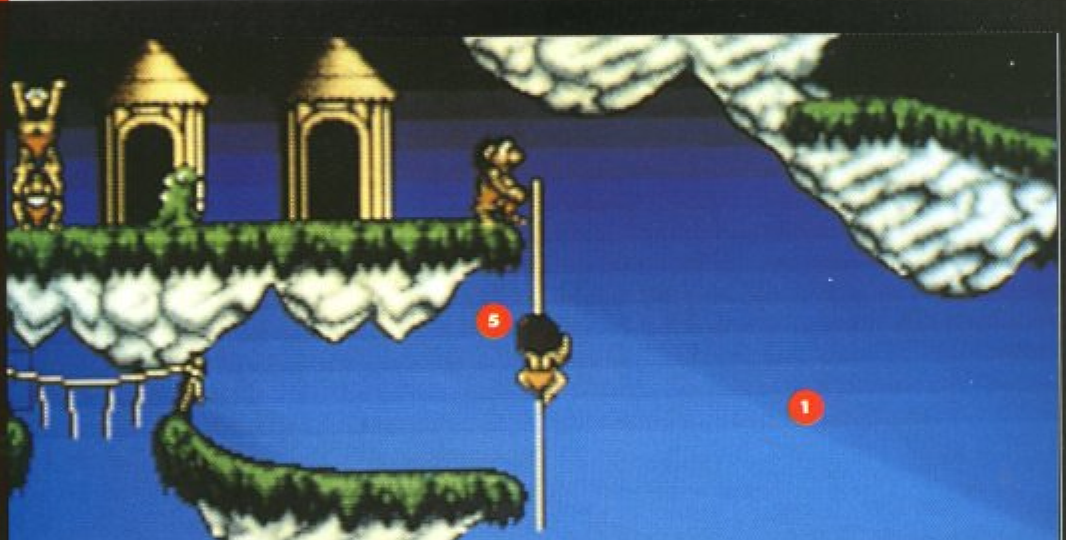
2 STATUS WINDOW
This shows your control icons, which relate to the knowledge you've acquired. You start the game with only a basic selection here.

3 CONTROL ICON
This enables you to switch between the different humans to choose which chap to control.

4 SUPPORT
This enables you to form a human ladder! By stacking humans, you can overcome obstacles like sheer cliffs. Stack too many and they'll wobble about precariously.

5 CLIMB
If you've discovered a rope, this will enable you to climb a rope lowered by one of your chums.

6 GET
This enables you to pick up or drop objects. Picking up new objects imparts new knowledge, and thus introduces new control icons to your status window.



*Er... it's Mirage, actually.

AN ILLUSION*



RAGNAROK



In the mist-shrouded annals of Norse mythology, there are many times: Ragnarok, when the gods gather together for the final apocalyptic battle; Fimbulvetr, the long, hard winter destined to follow Ragnarok; and Briteonrok, when all the gods go on a day-trip to the seaside. For the top god, Odin, Ragnarok is the most important – not least because this is the time he is destined to be slain.

Understandably, he's not too keen, and decides to pervert the course of fate. To this end, he creates a cunning plan. Now it came to pass that there was a board game that was tremendously popular in those days – a sort of Norse *Trivial Pursuit*, if you like. Odin crafts a special version of this, with pieces re-fashioned to represent the key combatants in the forthcoming struggle. By playing this game against wily opponents, he hopes they'll unwittingly show him a strategy that will enable him to outwit his destiny. Naturally, this presupposes that Odin will be able to find such 'wily opponents'. Here he makes a birrova crucial error – he dons a hefty disguise and takes the board game down to Earth and into a pub.

This is where you come in – *Ragnarok* is a computer version of that self-same board game. You get to play Odin, complete with Groucho moustache and ginger toupee (optional extras, not included in the game) as he takes on various human opponents. To win the game, you'll need to defeat each villager twice – first in the guise of Good, and then in the role of Bad. So how do you actually play this *Ragnarok* then?

GAMEPLAY

Raganrok is one of those easy to learn, tricky to master sort of titles. It's also one of those games that doesn't have evenly balanced sides (ie it isn't like draughts or chess, it's more like *Escape From Colditz*). Each side has different characteristics, and different things to achieve. Unlike *Colditz*, each side has a fair crack of the whip, so the old 'no-one wants to be the Germans' syndrome is avoided. (You've got to beat the computer from both sides to complete the game.)

The board is divided up into squares, eleven by eleven, and there are two sides: Black and White (or Good and Evil in Odin's special game). The good side has eight pawn-like pieces called Einherirar (the warriors that fight for the gods), four special pieces (selected from six of Odin's god chums, each boasting special powers), and a piece representing Odin himself. The evil side has 20 pawns (representing the giants that oppose the gods), plus the four special pieces (again chosen from six powerful beings boasting special abilities).

The goal of the good side is to manoeuvre Odin from his starting square, in the centre of the board, to the safety of one of the corner squares. The goal of the bad guys is to prevent white from succeeding in his aim, and to capture Odin. Taking pieces is achieved by surrounding them – the tougher the piece, the more of your bits you'll need to capture it. Two pieces adjacent to a pawn will capture it, but you'll need four pieces to grab Odin. As for the special pieces, these offer you the chance to control Thor, Frey, Vidar and Heimdall. Choose these four and you'll miss out on the chance to ride the valkyries, and you'll also have a spare tyre. The baddies special pieces include Loki, Fenrir and Surt.

VISUALS

Well, Imagitec is keen to eradicate traditional difficulty levels and is choosing instead to have each of your twelve human opponents offering different characteristics. Some will be better players, but may display different weaknesses to less skilled opponents.

Interleaving graphics will show you your opponents reacting to your performance! This will add layers of atmosphere and give you some indication as to the type of opponent you're dealing with. The game will boast large sprites which animate in movement and combat rather like *Battle Chess* pieces. It all sounds rather neat, doesn't it? Well, you'll have to wait for its release in June to find out. STOP



3 WHAT THE HELL'S THIS BIT? Well, it's the place Odin will probably end up in if Ragnarok takes place.

4 THE MIDDLE BIT Odin and his pals start here. The objective is to get Odin to one of the outer corners of the board.

1 THE GAME PIECES A bit like *Battle Chess* bits, aren't they? They'll be all animated too.

2 A HEAVENLY GRAPHIC Hurrah! This is where Odin hopes to spend his retirement.

5 THE OUTER CORNERS Safety for Odin, but will the bad guys stop him reaching his destination?

6 START SQUARES These are the starting location for the nastiest of the nasty pieces.



WHAT'S WHAT

TITLE	Ragnarok
PUBLISHER	Mirage
FORMAT	PC & Amiga
PRICE	Tba
RELEASED	June



PLAN 9 FROM OUTER SPACE

***Plan 9*? Well what happened to plans 1, 2, 3, 4, 5, 6, 7 and 8, you may well ask? Er... they failed. But is 9 a lucky number this time around? And what's all this got to do with you anyway? *Amaya Lopez* poo-poohed any threat of zombies and tackled Gremlin's first film licence.**



You've got to be pretty damn useless to have concocted a 'master plan' that's failed eight times. But that's just what aliens Eros and Tanna have done – developed eight plans to destroy the human race. Their brainchild, 'Plan 9' is, by the law of averages, doomed to failure. The scheme, 'The Ressurection Of The Dead', involves the unearthing of the dead-and-buried so that they can be used to do the aliens' dirty work. Apparently, the reason why the extra-terrestrials are so keen on annihilating the human race is that our own dear nuclear scientists are planning to blow up the universe. (So they're evidently peace-loving aliens at heart.)

If this storyline is somewhat familiar, you must have seen Edward D Wood Jnr's classic turkey of a film. It was dreadfully acted, contained somewhat dodgy props (such as paper plates on string masquerading as flying saucers), ludicrous sets and terrible continuity. The star, Bela Lugosi, died during filming, only to be replaced by a complete nonentity who looked nothing like him.

Gremlin's adventure game doesn't follow the film's storyline. Instead, it's seen from a first-person perspective, where you play a private investigator, hired by a dubious film producer to seek out the missing reels of *Plan 9 From Outer Space*. Your task is to journey into a wealth of over 70 locations, asking questions, picking up objects and doing all the usual fab adventurey things via the mouse-controlled point and click interface. You can jet-set around the world by plane or taxi, visiting Rio de Janeiro, Sydney, an American diner and a rather salubrious prison, to name but a few. Although you're strictly forbidden to watch any of the reels along the way, you'd be a tough cookie to throw away the opportunity to view the segments of real film footage in the local cinemas.

PC

Amaya: Getting to grips with Gremlin's new adventure interface is actually quite easy. The screen set-up is reminiscent of Legend Entertainment's previous offerings like *Timequest* and the *Spellcasting* games, comprising, (for the most part) of a fairly static graphic area surrounded by the inventory and story text. Clicking on Walk, Pick Up or Examine, for instance, will call up a pair of legs, a hand or a magnifying glass (à la *Leisure Suit Larry*) which you then guide onto the object or location. The game does become frustrating at times – if you give someone something they won't do what you want with it – they'll just thank you and keep the bloody thing. Imagine how irritating this becomes when you've crossed a zillion continents to find the damn thing in the first place. At times like these, a handy "Show" verb would have been just the ticket. There are definitely a great deal of locations to visit, but never that much to explore in each one. So many times I wanted to try all sorts of weird permutations à la *Monkey Island*, only to find that the solution was disappointingly straightforward.



The characters on screen roll their eyes and wave their hands abart occasionally, and although the graphics are colourful and well drawn in comic-book '50's style, it's more like pictures with accompanying text rather than a fully interactive adventure. Also, it's all very well having every character in the game ressemble Vampira or Tor Johnson in order to retain the tackiness of the film, but after a while this does start to wear a bit thin. However, some of the animation is particularly neat – especially the sensation of hurtling through the streets in the taxi, swimming in the sea with rather unusual fish and, best of all, the digitised excerpts of the real film which you can watch in the cinemas or editing room. The editing machine is rather smart – the screen goes into Zoom mode and you can fast forward, pause or rewind to your heart's content.

When all's said and done, *Plan 9* may not be the best adventure game in the world, but it's still fab fun to play. STOP

GRAPHICS	85	ADDICTIVENESS	84	OVERALL 86
SOUND	84	EXECUTION	83	

WHAT'S WHAT

TITLE	Plan 9 From Outer Space
PUBLISHER	Gremlin
FORMAT	ST/Amiga & PC
PRICE	Tba
RELEASED	Out now

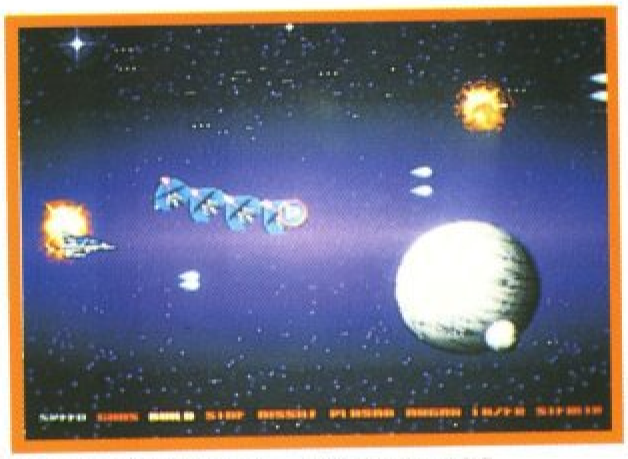

Code Masters
CODEMASTERS
5 GAME PACK
5 GREAT GAMES
DIZZY'S EXCELLENT ADVENTURES
CLASSIC!
NEW!
NEW!
NEW!
NEW!

PROJECT X

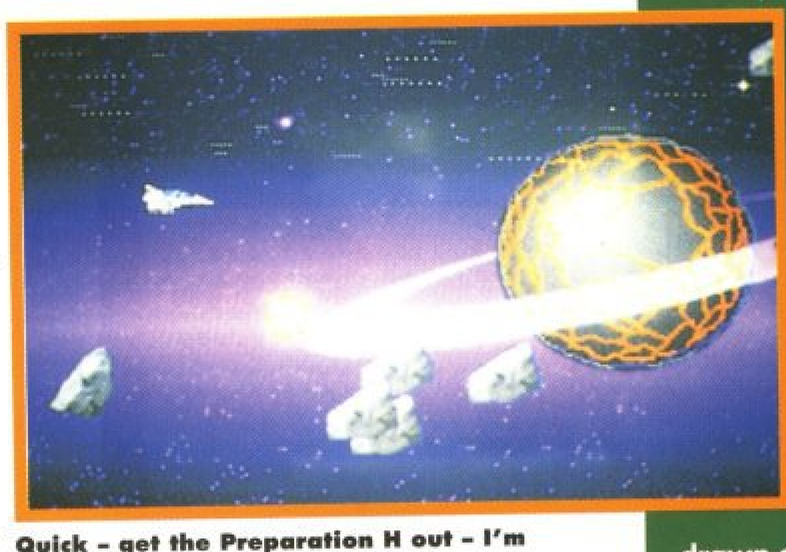
We've found a system, a brand new system, and a secret ingredient called *Project X*. Chief scientist *Michael 'Work Experience' Squires* takes Team 17's newie down to the ZERO lab to put it through its paces.

Those darn scientists, just who do they think they are? (*Er... scientists, actually. Ed.*) Well, they've only gorn and done it again – they've accidently brought the world to the brink of destruction. The mad-cap chaps have created massive, mutated droids, which for some reason bear an uncanny resemblance to insects. These beauties are all by-products of a series of bio-mechanical experiments using powerful x-rays. Due to their volatile nature, the droids were then dumped on the planet Ryxx (named after the celebrated star of British farce, Brian). The droids not only survived and flourished on the hostile planet, but also acquired the habit of dropping their trousers and saying "Oh sorry vicar" at every available opportunity. Now their powerful intelligence circuits are telling them to seek revenge on their creators and the whole of civilisation as we know it.

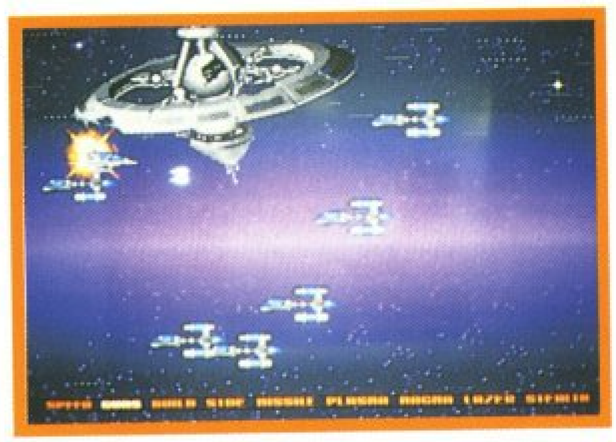
Understandably, the Federation is starting to get a little hot under the collar about the prospect of annoyed droids, and is forced into action. Surprise, surprise – this is where you come in (rather like Cilla Black). Your mission is to fly to Ryxx, right into the heart of the station, and wreak your revenge on the state of British comedy by blowing the planet sky high.



Bogeys at 6 O'clock... aagh! I'm hit! *(And it's only level one, you clot. Ed.)*



Quick – get the Preparation H out – I'm about to have problems with asteroids.



Waah! Watch out – you're being attacked by the KP Outer Spacers!

WHAT'S WHAT

TITLE	Interphase
PUBLISHER	Mirrorsoft
PRICE	£24.95
FORMAT	ST/Amiga
RELEASED	November

AMIGA

Mike: *Project X* – well, what can I say? For starters, it's a great game which is destined to become one of the best sellers this year in the shoot 'em up stakes. (*Blimey, steady on! Ed.*) One of the first things that struck me was how similar in playability it was to Rainbow Arts' *Z-Out*. It may be slightly too tricky for beginners, but hardened games players will have little trouble fighting off the alien basts. However, if you do have a problem you can always turn on the rather handy rookie mode, which makes the overall game much easier. Here the aliens are a cinch to blast, and you don't lose any of your weapons when you lose a life. The disadvantage is that you're only offered access to the first two levels. Well, waddya expect? Look, the best course of action is to use this mode as a sort of training ground, before you progress to the hard stuff. You also have the opportunity to change the so-called 'rave' music to 'old timers music' – a sort of flute tune music, which is all right but nothing out of the ordinary.The high score table features a stirring rendition of Tchaikovsky's 1812 overture and spectacular exploding firework graphics.

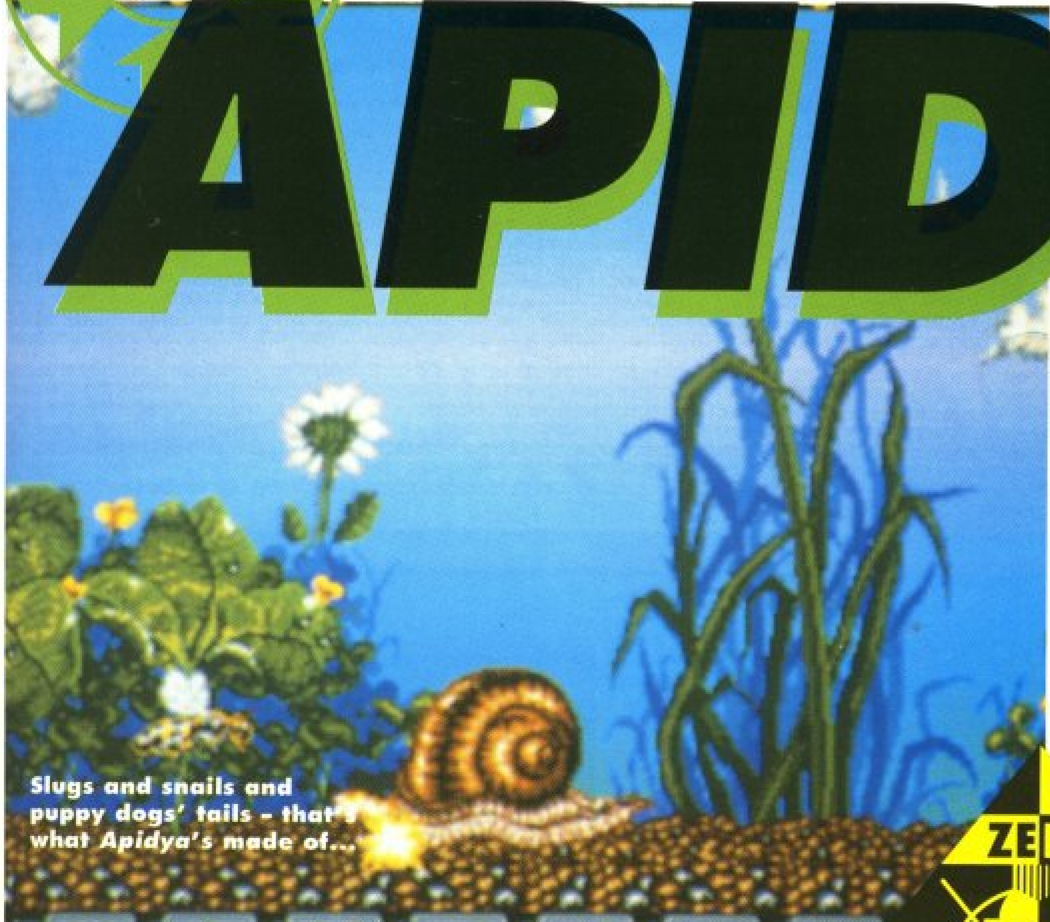
You'll get to choose which craft you want to use from three different types of ship, all of which boast their own personal positive and negative attributes. It goes without saying that you'll be able to soup this baby up into a Carlos Fandango mutha-ship that's bristling with ordinance. Simply annihilate a wave of aliens and you'll collect a token. These tokens will move your power bar at the bottom of the screen up the scale. Choose to use, for the current boost, or save up for a better one. The digitised speech will constantly remind you which power-up is currently on offer, by the way.

As for the game's graphics, well they're pretty good actually, with rather stunning backgrounds. The sprites vary in size, but are well drawn and nicely animated.

My main whinge is that once you've learnt the pattern of alien attacks, the game becomes quite easy, but this has the advantage that at least every time you play the game you always seem to get further. (*You mean it's got a rather nice learning curve. Ed.*) Er... yes. And oh, the meteoroids on the first level look really realistic. Best of all is the speed at which this horizontal scroller moves – it makes it such great fun to play. STOP

GRAPHICS 89	ADDICTIVENESS 88	OVERALL 88
SOUND 88	EXECUTION 86	

APIDYA



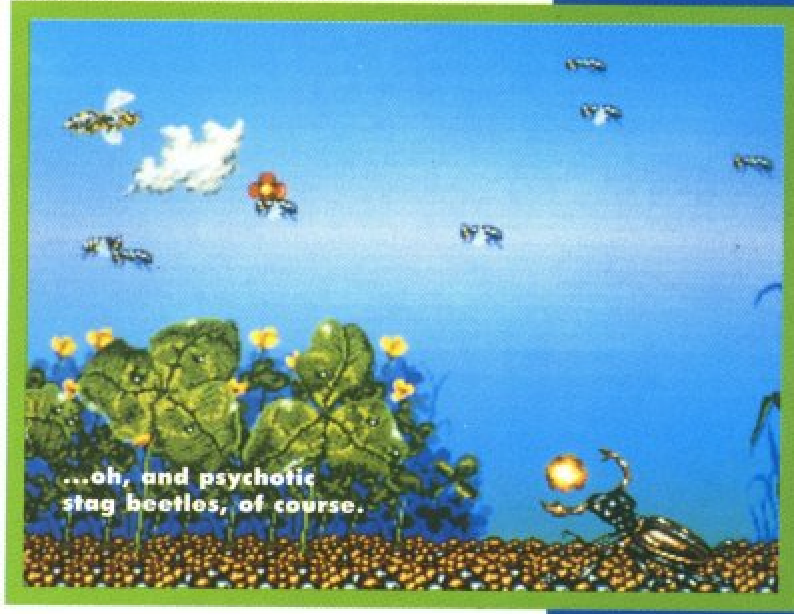
Slugs and snails and puppy dogs' tails – that's what *Apidya*'s made of...

The origin of the word *'Apidya'* is not known. *'Toby Finlay'* can be translated as 'lazy bast' in Serbo-Croat, so who better to review Play Byte's new shoot 'em up?

Apidya. It sounds vaguely rude, doesn't it? And with the publisher being called Pla Byte, I was hopin... er... *worried* that it was going to translate into some obscenity, and that the game would be full of scantily-clad girlies.

This is (unfortunately) not the case. But what it loses on the soft porn side, it makes up for by being quite excellently violent – *Apidya*, whatever it may mean, is, as you'll have learnt from the intro, a shoot 'em up. The plot's as laughably thin as ever. This time, there's a geez called Ikuro whose chick's been attacked by a swarm of mutant killer runner-beans. (*They're insects, actually. Ed.*). Well, they look like beans on the intro sequence. Anyway, Ikuro takes offence at this gesture (he evidently prefers carrots) and turns himself into a Venus-esque fly-thing to avenge his fallen female friend. Actually, if you can get another person to play, he brings a mate as a much more shandyish aphid which is about as much use as the jeep was in *Silkworm* (ie not much).

As well as yer standard gun, you can hold down Fire to make your fly let go with something which (rather worryingly) resembles a rocket-powered, um, 'gentleman', but no shooter would be a shooter without a bag of bountiful bonuses, and *Apidya* is no exception. They're pretty standard really – speed-ups, lasers, droids and the like – but they do their jobs all the same. Let's face it, when it comes to battle it doesn't matter whether it's 'Super Nashwan Turbo Bitmap Brothers Power' or the enigmatically-entitled 'Spread Shot' as long as it blows things up.



...oh, and psychotic stag beetles, of course.



WHAT'S WHAT

TITLE	Apidya
PUBLISHER	Play Byte
FORMAT	Amiga
PRICE	£25.99
RELEASED	Out Now

AMIGA

ZERO HERO

Toby: *Apidya*? Oh well, I suppose it's a somewhat more inspiring title than *Project X*. You may have just read the *Project X* review and might be thinking that it's the new benchmark to which others will be compared. It ain't. You may also be thinking that *Project X* surpasses *Apidya* graphically, and, erm... you'd be right, but you should never judge a book by its cover (unless it says 'By Jeffrey Archer' on it, in which case it's bound to be crap).

The unfortunate thing about the *Apidya* screens is that they tend to be so convoluted, it's easy to lose track of your fly (an experience not wholly unfamiliar to the male members of the ZERO team) and crash straight into something. However, this is only a minor flaw when one considers the merits of the game.

Apidya doesn't have *Project X*'s speech, but it's got over twenty brilliant scores which play throughout. You can also listen to them via an option screen which enables you to put the game in Rosehip Tea mode (among other things). The music reflects the frenetic nature of the game extremely well – although the screen scrolls at a fairly sedate pace, everything else moves at a blinding speed. When the action dies down, you find yourself waiting for a trap – that final attack which no-one spots until it's too late.

Play Byte have plenty of experience (the *Tennis Tours* and *Battle Isle*) and it really shows in this. It's a masterpiece. The nearest anyone's come to putting an arcade quality game on the Amiga for a long, long time. Buy it. Alternatively, change your name to Emelda Thimblebottom and move to Guernsey.

GRAPHICS 89	ADDICTIVENESS 93	OVERALL	93
SOUND 92	EXECUTION 93		

STOP

DARK SEED

At last! An arcade adventure based on HR Giger's gruesome artwork! At last! A title that can only be said in a deep, gravely voice – *Dark Seed.* At last! Another review by the crappiest writer ever – *David McCandless.*

You've seen *Alien*. You've seen *Aliens*. You've seen the England rugby team. All of these were inspired by the horrific monster artwork of HR Giger. Greasy cartilage, face-huggers, chest-bursters, telescopic jaws, acid blood – all by-products of HR Giger's paranormal wet dreams. Now you can play a game based completely on all this bio-mechanical codswallop, called, spookily enough, *Dark Seed*.

You control yuppie sci-fi writer Mike Dawson, who's bought himself a Victorian mansion in the Green Belt village. Bugged by mysterious headaches and dreams, Mike wonders whether it's a bad case of yuppie flu or the deadly alien embryo that the monsters from Gigerworld have implanted in his brain to harbour their plans for world domination. Cleverly, Mikey plumps for the latter, and goes exploring his house and its surroundings for clues on how to stop the three-day gestation period of the alien-brain-thing.



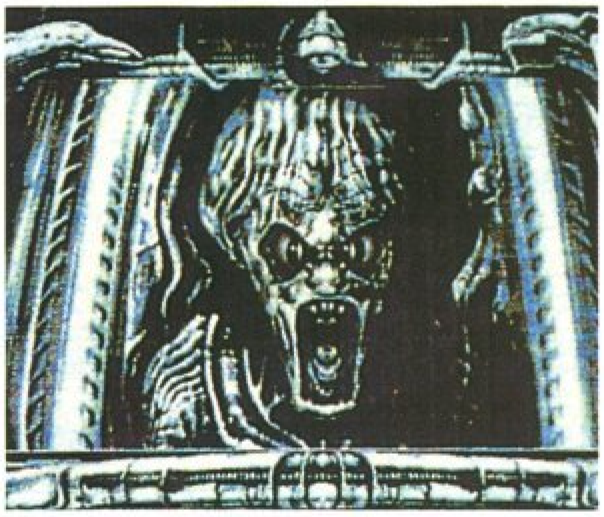
Exploration is possible via the old Sierra-style three-pronged cursor ploy. One click of the right mouse button gives you a Move icon, next click and it's Examine, and finally it's Manipulate. With this, you can investigate the nookiest crannies of your yuppie household, with its old furniture, wine cellars, balconies and secret passages.

Then you can mooch into town and manipulate the beautiful librarian, the barber and the local rozzers. You can even nip into the cemetery to desecrate a few graves and dig up some stiffs.

A lot of walking and digging around eventually leaves you with an array of apparently useless objects: a pair of gloves, a tin of sardines, some pitted olives, a bottle of scotch and a crowbar. Useful for an evening of illegal sexual activities, but hardly ideal for teleporting to the 'other side'.

PC

Macca: *Dark Seed* is a 'lovely' game – it looks great. Until you get into Gigerworld, when everything gets a bit disturbing. But let's forget that for a second. The graphics depart from the usual cartoony or comic styles, plumping for out-and-out realism. So we get pretty paintings instead of locations, a sort of cross between digitised and artworked pictures. Even Mike himself, in his bloody yuppie tweed jackets and yuppie slacks, looks like a real sci-fi Mike, and even gets bigger and smaller as he moves closer and further away. Sounds a bit rudimentary, I know, but to have your moustachioed yuppie hero do this, and to watch him dip in and out of such exotic locations is almost stunning.

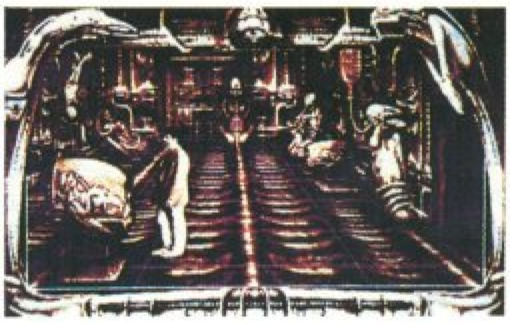


For the last time, I don't want a *Watchtower*!

The danger with producing such a 'lovely' game is that you can go over the top on the 'loveliness' and forget there has to be a game in there somewhere. Cyberdreams *has* managed to keep the game in there, even though it ends up as a fairly average adventure-puzzle thing. Try these tricky puzzles: a trunk is locked with a rusty bolt and you have a crowbar; a sturdy gargoyle and a rope; a tin of Russian sardines in a shop and some money. There aren't exactly layers of cleverness here. Annoyingly, a few of the puzzles are dependent on what time you do them, which, as Mike Gerrard will tell you, is a pain in the beard.

HASSLE FACTOR: 4
Occasional long disk access.

However, this game has a very rare quality for an adventure game - there's an actual excitement on entering a new room or finding a new object. It sounds a bit perverse, but the smart graphics, the rough realism, and the expectation that a face-hugger might leap out at any moment and suck your face off, keep you going no matter how monotonous the constant to-ing and fro-ing might get. You can get complacent about arcade adventure games, taking all the lovely graphics for granted. *Dark Seed* doesn't really let you. I sat there, blindly trying one object on every other object in every location until it was me who had the mysterious headache. Intentional or not, it's this clever atmosphere that raises it above normal adventure gameplay. *Dark Seed* is a fab arcade adventure that succeeds in being both atmospheric and scary at the same time. STOP



GRAPHICS 93	ADDICTIVENESS 91	OVERALL 91
SOUND 80	EXECUTION 90	

WHAT'S WHAT

TITLE	Dark Seed
PUBLISHER	Cyberdreams/Mirage
FORMAT	PC VGA 3.5 & 5.25/ Amiga
PRICE	£39.99
RELEASED	Now/November


AMIGA ATARI ST PC
PREMIER RANGE £9.99
Mystical
A magical adventure entering into dangerous parallel worlds. ST Action - 84%
ROTOX
A nightmare of deadly machines and hostile life forms. CU Amiga Superstar. - 97%
F-16 COMBAT PILOT
Experience the thrills of flying through this award winning flight simulator. Amiga Format - 94%
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ADVANCED DESTROYER SIMULATOR
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Sail through famous World War II battles with this 3D naval simulation. Amiga Action- 83%
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NORTH & SOUTH
Witty, cartoon quality enactment of the American Civil War. Amiga Action - 84%
SIR FRED
As a valiant knight you must break the curse of the evil dwarf. Zero - 89%
SUPAPLEX
The coolest action puzzle game around - neutralise the bugs and viruses inside your computer. CU Amiga - 85%
NEW
JUPITER'S MASTERDRIVE
Survive the ordeals of being a space racer and claim the masterdrive title. ST Action - 88%
DISC
The 3rd millennium's most crucial sport...use your powerful discus to annihilate your opponent.
NEW
SIR FRED
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COMPO

SCOR

Fancy winning a week's coaching at The School Of Soccer? How about a real leather football or a World Cup video? Do you have an unnatural craving to step into the shoes of 'Big' Ron Atkinson?

Well now you (almost) can, with the help of *Championship Manager,* Domark's new football management simulation, reviewed on page 52. It puts you in charge of hiring and firing, working out the budget, and sucking up to the board of directors.

The entire British League is represented, plus some non-league and European clubs, and the game has data on 1,500 players, along with 650 back-up staff.

It's up to you to decide on team tactics, and to buy and sell on the transfer market while keeping an eye on the financial info. Since the icon-driven control system lets up to four people play at once, you can even try buying out your pals and giving them the boot.

Anyway, the chaps from Domark are so excited about *Championship Manager*'s release that they're sponsoring this smart compo.



THE FOOTBALL BOOTY...

First prize gives two people the chance to spend a week honing their footie skills at The School Of Soccer. If you don't get lucky with that one, you might get one of the five leather footballs being offered as second prize (remember – you haven't really been hit full in the face with a football until it's happened with a proper leather one). If all else fails, you may receive one of ten World Cup videos – you can waggle your bottom with Roger Miller, sing with Pavarotti and blub with Gazza. Betcha can't wait, can you?

DOMARK GAME

BLIMEY!



THE SCHOOL OF SOCCER

Set in leafy Leicestershire, the School Of Soccer runs residential coaching courses for boys and girls aged between six and sixteen. The school boasts a vast playing field, a sports hall gym, two swimming pools and numerous tennis courts. The experienced training staff use the world-famous Coerver Coaching Method, and this season includes a specialist goalkeeping coach. The program features:

- Accommodation and full board.
- As many wedges of orange as you can eat.
- Visits by professional players (subject to availability).
- Organised leisure-time activities (including full use of the School Of Soccer joke breasts).
- Laundry facilities. (Lumme, it's worth it just for this last one, isn't it?)

Anyway, if you fancy a crack at this compo, here's what you do. First, look at these questions:

1. Complete the following well-known phrase: Football is a...
a. Bitch and then you die.
b. Game of two halves.
c. Long, sticky thing with a frilly end.

2. Use your managerial skills to decide which of these goalies gets dropped from your squad:
a. Peter Shilton.
b. David Icke.
c. Dot 'Safest Hands In The Square' Cotton.

3. In your opinion, which of the following has done the most to upset football's spirit of fair play?
a. George Best showing off his repartee on Wogan.
b. Gary Linneker showing off his legs on the Bovril ad.
c. Vinny Jones.

4. What is the main feature of the world-famous Coerver Coaching Method?
a. Blood, sweat and tears.
b. Using improvisational dance and role-playing psycho-drama to fine-tune passing skills.
c. Don't know.

Now place the letter corresponding to each answer in the space provided on the coupon below. Fill in the 'tie-break teaser' and then mail your entry to: **Which World-Famous Coaching Method? Compo, ZERO Magazine, Dennis Publishing Ltd, 19 Bolsover St, London W1V 2BP.**

RULES

- Employees of Dennis Publishing and Domark Software Ltd caught entering this compo will be playing right back. Right back in the changing room, that is.
- Any entries received after June 30th 1992 will be sent off for an early bath.
- The Ed is the man in black and his decision is final.

HEADLINE COUPON

1 ◯ 2 ◯ 3 ◯ 4 ◯



TIE-BREAK TEASER

Using your skill and judgement, place a cross on the picture where you think the bald spot is most likely to be.

I am a boy/girl (delete as applicable), and I relinquish any right to claim compensation off the Ed should I suffer a hideously disfiguring sports injury while enjoying the first prize.

Signed ____________

Name ____________

Address ____________

____

Post Code ____________ Age next birthday ____________

HOW TO GET A FIVER OFF A COPY OF CHAMPIONSHIP MANAGER

1. Snip off the coupon below with a pair of scissors.
2. Look up your nearest Game Store from the list below.
3. Rush around to your nearest Game store, clutching your coupon (the one from point 1, remember?).
4. Grab a copy of *Championship Manager*, then approach a sales assistant and say "You are a Game store sales assistant and I claim my five pounds off this copy of *Championship Manager*".
5. Go home, tired but happy, to play your fab new game.

Blimey, you can't spit for hitting a **Game Store**. Just check out this extensive list of locations:

Arndale Shopping Centre Manchester
The Glades Bromley
Schofield Centre Leeds
The Marlowes Centre Hemel Hempstead
The Pavilions Birmingham
The West Orchards Centre Coventry
Liberty 2 Romford
Thurrock Lakeside Thurrock
Eldon Square Centre Newcastle
Bargate Centre Southampton
The Harlequin Centre Watford

£5 MONEY OFF COUPON

Gosh I'm really, really hard up this month. I've given most of my money away to various charities and I've put the rest to one side for a life-saving operation for my puppy dog. Trouble is, I'm just gagging for a copy of Domark's *Championship Manager* and now I'm £5 short of the total. Please, please, please, Mr Game store sales assistant, won't you take this coupon in lieu of the difference? (I'll be your best mate.)

CHAMPIONSHIP MANAGER

Far too old and fat to actually play football, *Lord Paul Lakin* settled down into a comfortable armchair to do battle with *Championship Manager* and a cup of tea.



Football is a lot like trainspotting. Well... no, that's not strictly true. Football is nothing like trainspotting. Try playing the long ball game on Platform 3 of Doncaster Station and you'll soon find yourself crushed under the wheels of the 19.34 London to Hull Central. However, being a football fan is a lot like being a trainspotter. All those endless, wet afternoons and evenings spent on a draughty, exposed concrete platforms or terraces avidly watching nothing very much for a long time followed by a brief moment of excitement when Dion rises above the defence to head home (or the 14:03 arrives on time).

Taking things a bit further, there is a seriously trainspottery element in all sports. These people are sometimes called enthusiasts, sometimes statisticians. More often they're called Eric. For these people, nothing that could happen on the field is as exciting as what happens in the form book, league table or accounts ledger. For them, *Championship Manager* is like a wet dream come true. *(I beg your pardon. Ed)*

There is a frightening amount of information to juggle with in *Championship Manager*. On the playing side, each member of your team is rated for speed, skill, stamina and the like, as well as less tangible things such as influence and character (arrogant, rash or quiet, for example). You also have access to their record in the previous season, their current state of mind, other clubs that are interested in them, their wages, their valuation... the list is endless. All this and more for every single player at your club.

Then there's the non-playing staff – they've all got their own characteristics and abilities to worry about too. And of course there's the ever-important money side of things. How are attendances going? Can you afford new players? Can you afford to send your injured striker to a special clinic in America? Most important of all, can you afford a new suit?

If you can wheel and deal your way through a week of this, you might actually get to Saturday with a squad. Having selected your team, your tactics and your style of play, it's action time – a strange sort of action, though. Rather than watch the match, you watch some bar charts jiggling up and down to display both sides' attack, midfield and defence, plus the occasional commentary to highlight goals, penalties, bookings and injuries. After the match there are more statistics to plough through showing each player's performance as well as the performance of the team as a whole. Then it's back to more decisions, more statistics and more anxiety until the next match comes around.

AMIGA

Paul: One glance at the manual and a couple of game screens was enough to convince me I should have stayed at home. This was obviously going to be a very difficult, very complicated game, and probably a pretty boring one at that. Couldn't I review a mindlessly violent shoot 'em up with loads of gratuitous sexism? No, apparently I couldn't, so *Championship Manager* it was.

As it turned out, it was nothing like as bad as I feared. In fact, I got quite hooked and was still battling away in the promotion zone long after the pubs had called last orders.

Although there is a welter of information to get through, the game is actually quite straightforward to operate. You can choose to check every single statistic, test the wind speed and read the messages in the tea leaves. However, if you just want to pick the players with funny names, you can do that too.

To be honest, I'm always a teeny bit sceptical of the facts and figures in these games. How many of them really work and how much of it is a mixture of three key figures and splash of random? For example, *Championship Manager* boasts the new idea of character compatibility. Team performance can be affected if the manager or trainer have wildly different temperaments than the chief striker, f'rinstance. Of course, you've no way of knowing if it really is.

One of the unusual and appealing touches in the game is that you're not tied to one team. You are more important than the team, and it's possible for you to be sacked or move to another club at anytime during the season. A neat touch.

Crammed with information and competitions (league, FA and European Cups etc) and a video printer result service to boot, *Championship Manager* has enough stats, and even enough playability, to make football buffs roll onto their backs, wave their legs in the air and make strange purring noises. At the same time the fact that the leagues are wrong and the team names are fictitious could easily rankle with the seriously pedantic. The inclusion of the Domark Trophy is a case of gratuitous self publicity taking over from realism.

This may sound as if I'm taking it a bit seriously, but serious football fans are the ones who'll be queuing up to buy this game. It's a bit offputtingly stat-packed, a bit slow (particularly when you have to sit through all the results), but at the end of the day (Brian), this is a playable and even addictive bit of number-juggling. STOP



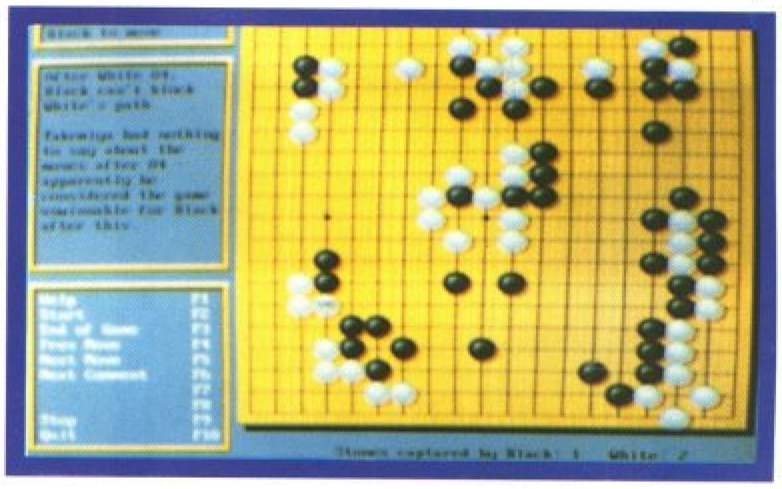
GRAPHICS 78	ADDICTIVENESS 84	OVERALL	
SOUND 77	EXECUTION 82	82	

WHAT'S WHAT

TITLE	Championship Manager
PUBLISHER	Domark
FORMAT	Amiga & ST/PC
PRICE	£24.99/£29.99
RELEASED	Out now

SHORTS

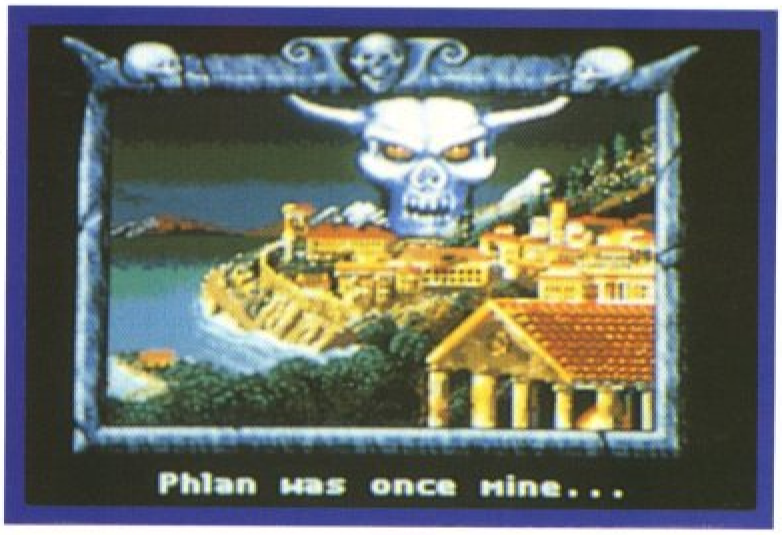
It doesn't necessarily mean they're no good – it just means we couldn't fit them in elsewhere in the mag. So three cheers for the lucky pieces of software that got caught in the safety net that is the Shorts page.



GO SIMULATOR

Infogrames' *Go Simulator* computerises the oldest strategy game in the world (and you thought it was *Space Invaders*, didn't you?) Of course, it was originally played using dried yak faeces for counters, but this updated version has plain old black and white playing pieces. Simple but very cerebral.

Pools Of Darkness from US Gold is billed as 'the cataclysmic conclusion to the greatest *Advanced Dungeons And Dragons* fantasy role-playing series ever'. For those already acquainted with the series, this one is also set in Moonsea, and boasts a selection of new spells and monsters. Of course, like its predecessors, *Pools Of Darkness* can be relied upon for some gratuitously saucy artwork on the cover, if nothing else.



Samurai – The Way Of The Warrior, from Impressions, is another of those strategy war-games from the *Rourke's Drift* stable. Set in feudal China, the scenario for this one has you trying to take over as many cities as possible, while wearing the most flamboyant costume and oppressing the most peasants. The animated bits include battle scenes and a meticulous hour-long tea ceremony sequence. Gripping stuff indeed.

John Barnes European Football, from Krisalis, is an arcade simulation of the European Championships. It's got all the usual features plus extras, such as an impressive set-piece designer, which allows the players to program complex free kick routines.

Christians and Moslems duke it out in Virgin Games' *Vengeance Of Excalibur*. This point 'n' click graphic adventure-cum-strategy game has you waging jihad in medieval Spain, in an attempt to to recover the sword Excalibur. You'll be using magic, brute force and a lot of diplomacy as you juggle the various religious factions. (A little hint: don't cross the Quakers.)

Superski 2 from Microids lets you have a bash at all those winter sporting events without the embarrassment of having to wear furry après ski moonboots. Yes, it's got the lot: slalom, downhill, uphill, bobsleighing, ski-jumping, hot dogging, and even snow angel-making. (*Hot dogging? Ed.*)

STOP

SPEAKERS' CORNER

Sitting on the guest reviewers' panel this month are feminist writer Germaine Greer and suffragette Emmeline Pankhurst:



Germaine: *Leisure Suit Larry In the Land Of The Lounge Lizards* has been re-released by Sierra with a souped-up game engine and graphics. Its plot takes the form of a risqué romp through the singles scene. However, I have to report that it's a case of 'new graphics, same sad, old, yawny jobbie'. (*Come on, stop beating about the bush, Germaine. Did you like it or not? Ed.*) Er... that would be a 'not' then, but I did like the theme tune. Right, over to you, Emmeline.

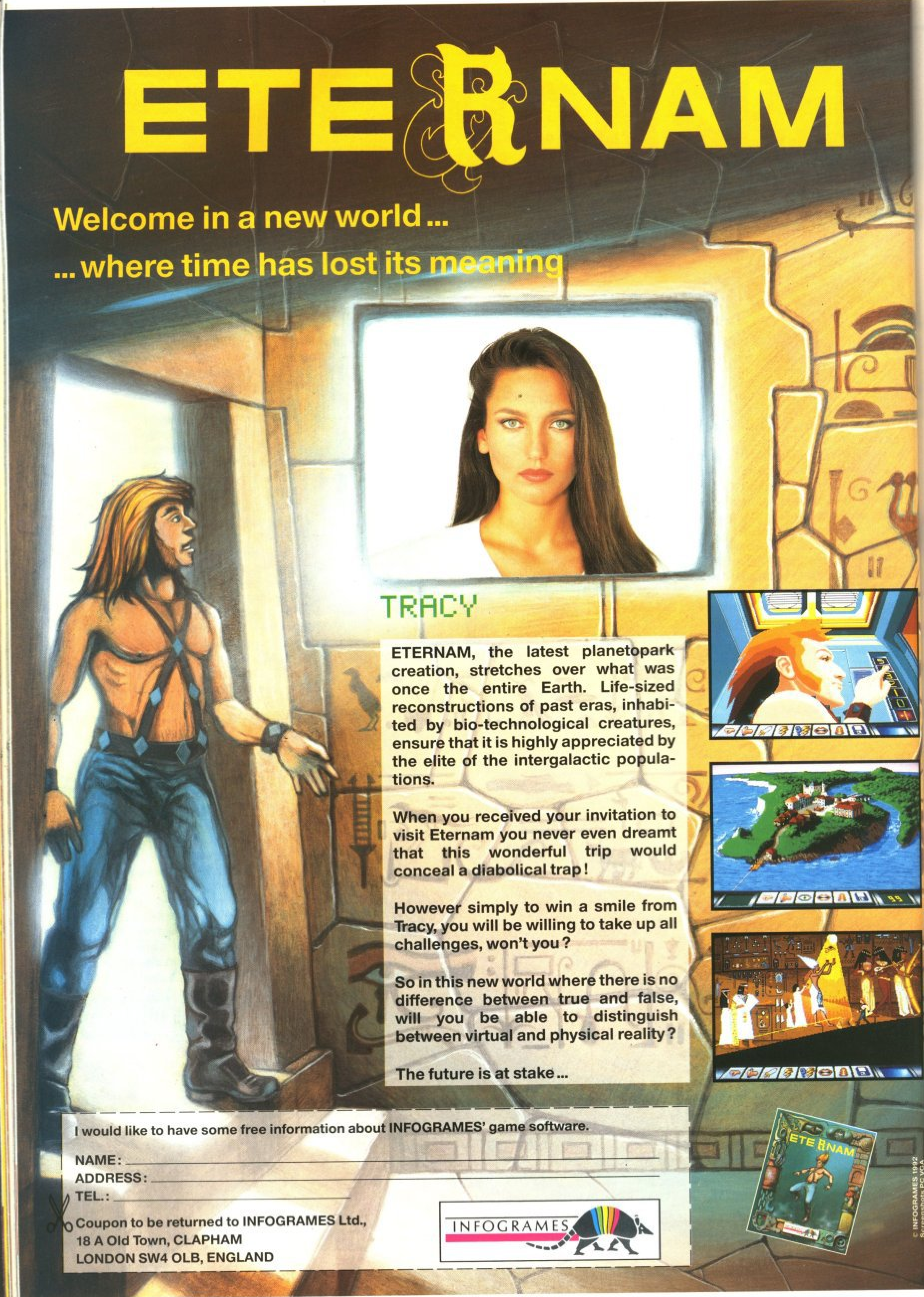
Emmeline: Thank you, sister. My fave title this month was *Cover Girl Poker*, a piece of good, clean fun from Sales Curve. The game apparently began life on the drawing board as Omar *Sharif Strip Bridge*, before evolving into *Susan Tully's Dress-Up Poker* (in which the aim was to swathe the *Eastenders* starlet in as many layers of thick knitwear as possible), finally finishing up as a version of strip poker featuring a number of *Daily Sport* stunnas. The girls all start off dressed as traditional male-fantasy figures: nurse, bride, school dinner lady, etc. However, if you play your cards right, by the end of the game you get to see them tastefully posed with their dirty pillows out.

I don't know, though – Maria Whittaker, Minnie Champ and Trine Michelson are not my first choice for positive role models to give to impressionable young minds. Come on, Sales Curve – how about women like Marie Curie, Florence Nightingale and Mother Theresa? Let's see them with their ya-yas out!

Germaine: *Ya-yas?* Hang on a second – you're not Ms Pankhurst! Oh my God, it's Mike Baldwin in drag. Right, wave goodbye to your knackers, Mikey-boy...

Mike/Emmeline: Don't be like that, babe! Can't we discuss this back at my bachelor pad? Oi, Germy-doll, what are you doing with those gelding irons? Eek! (*Thank you, ladies. Next month, Ghandi reviews* Pit Fighter *from Domark. Ed.*)




ETERNAM
Welcome in a new world...
... where time has lost its meaning
TRACY
ETERNAM, the latest planetopark creation, stretches over what was once the entire Earth. Life-sized reconstructions of past eras, inhabited by bio-technological creatures, ensure that it is highly appreciated by the elite of the intergalactic populations.
When you received your invitation to visit Eternam you never even dreamt that this wonderful trip would conceal a diabolical trap!
However simply to win a smile from Tracy, you will be willing to take up all challenges, won't you?
So in this new world where there is no difference between true and false, will you be able to distinguish between virtual and physical reality?
The future is at stake...
I would like to have some free information about INFOGRAMES' game software.
NAME:
ADDRESS:
TEL.:
Coupon to be returned to INFOGRAMES Ltd., 18 A Old Town, CLAPHAM LONDON SW4 OLB, ENGLAND
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ETERNAM
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Screenshots PC VGA

DÉJÀ VU

SPACE QUEST IV

Cue *Phil Snout*... cue *Ian Ross*... cue *Toby Finlay*... cue three page Déjà Vu Special featuring four top games recently re-released on new formats.... okay lovies? Right, run the games and... action!



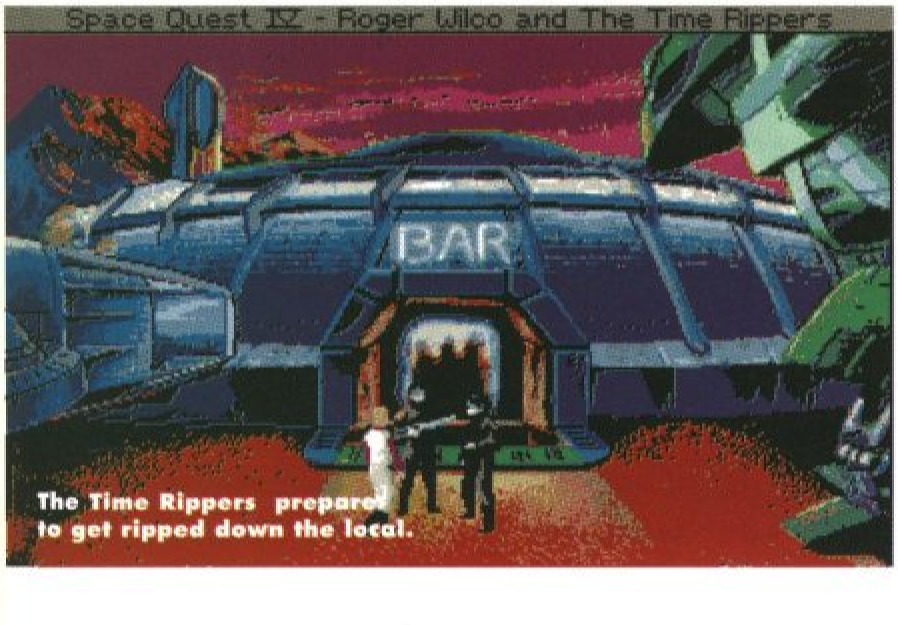
Sierra On-Line/£34.99/Amiga/Out Now

The first thing which strikes you about *Space Quest IV* is that it is BIG. We're talking massive here – this is a game which spans a multitude of worlds throughout space and even time itself.

The subtitle of this game is *Roger Wilco And The Time Rippers*, which means that our hero from the previous three games gets to visit the future in *Space Quest XII*, and the past in *Space Quest I*, in the battle against his old enemy, Vohaul. The old stoat has sent his black android guards through time to destroy Wilco in all his previous incarnations. He might succeed, unless you can guide Roger through all the hazards that the universe can throw at him.



First he's abducted and sent through time by some mysterious helpers, next he's chased around a devastated future version of his home planet Xenon by the black guards. And finally he has to hop through time in a stolen time machine to find a way to escape Vohaul, and put the mockers on his galactic domination plans. Along the way, he has to dress up in women's clothes, dodge laser blasts in a zero-G environment, play a Ms Astro Chicken arcade machine and work for hours on end in the kitchen of a Monolith Burgers restaurant.



The Time Rippers prepare to get ripped down the local.

Phil: In this game, you (as Roger) visit a number of alien worlds, solve myriad different puzzles, travel to many different time zones and... oh yes, you die a lot too. It's not an easy game, and saving as you go along isn't just a good idea, it may just save your sanity. The plot comes pre-thickened with in-jokes (like the bad lo-res graphics in the *Space Quest I* time zone) and puns run throughout. The jokes are added for fun, and none of the game or it's story are just an excuse for the stupid joke. The humour is gentle, unusual for an American game, and has just enough personality to keep you playing.

Although this is a very excellent game in itself, this conversion of it verges on the annoying. Sierra games are written on a single, generic system, which makes porting to different computers a breeze, and Sierra says proudly that each game is the same on every computer. Not so.

The PC version on a 286 VGA PC and Roland sound card is fast and very enjoyable. The Amiga version is slow to the brink of criminal insanity – even the smallest area of graphics moves like its covered in golden syrup. Unless you're playing it on a really hot set-up, you're not really seeing this game at its best on the Amiga, which is a real shame. The PC version was given a ZERO Hero, and rightly so. But this is no Hero.

The gameplay is very, very good, and the game itself very absorbing and addictive once you get into it. But the problem is you may be put off at the start by the nigglingly tepid speed and grey, contrast-free graphics that you might want to kick it into touch before you start. If you do persevere, the incon-sistent synchronisation of sound effects with action could well dampen your enthusiasm.



If you like adventure games a lot, buy this game and ignore the graphics for the first two areas of the game – you'll love it. If long and involved games leave you cold, or you've played PC versions of previous Sierra product, forget you even heard the name Wilco – you'll probably be disappointed.

GRAPHICS 58	ADDICTIVENESS 85	OVERALL 62	STOP
SOUND 64	EXECUTION 42		

DÉJÀ VU

LEGEND OF DARKMOON

US Gold/SSI/Amiga/£30.99/Out Now



A short Play starring Davey, Amaya, Patrick and Duncan.

ZERO HERO

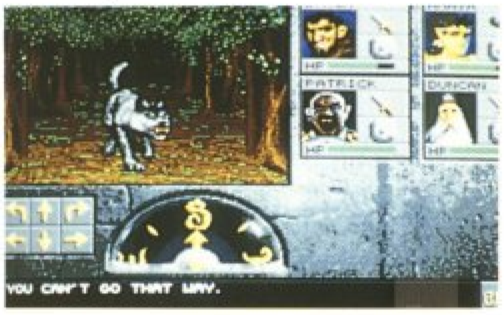
SCENE ONE: THE FOREST

(Duncan is clutching the ZERO teapot.)
Amaya: Hang on a minute. When I left the office a second ago, there was no tree over there. And where did you get those clothes, Patrick? I mean, what a fashion catastrophe!
(The initial laughter dies down as they realise they've all acquired the dress sense of Arthur out of Eastenders.*)*
Duncan: *(Looking perplexed at the teapot.)* Um, ah, I think, perhaps, this may have something to do with me...
All: What?
Duncan: Erm... well, I was just going to make some tea, you see, when I noticed this blemish on the side of the kettle...
Davey: That's the handle, you fool.
Duncan: Aha! So that's why I couldn't rub it off.
Patrick: That means we've got a magic teapot! Think of all the money we can make! Girlies will find me irresistible! I'll get free tickets to all the Cicero gigs...
(Several savage and hungry-looking curs bring him down to earth.)
All: Yikes!

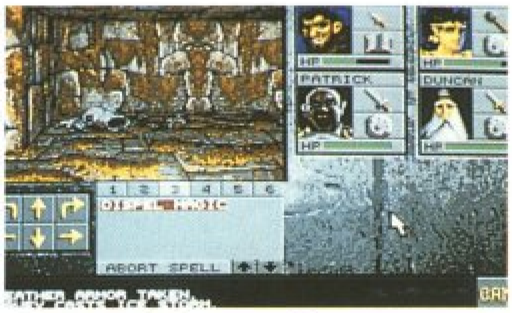
SCENE TWO: THE TEMPLE

Davey: Phew! That was close! Fortunate that I was able to construct a makeshift Allegro and bring us here.
(Enter two strange-looking blond people.)
Strange People: All Allegros are makeshift. We are your brothers. Welcome to our temple.
Amaya: *(Narrowly ducking an arrow-shaped thing.)* What the hell was that?
Strange People: That was the cursor, controlled by The Rodent Who Is All. He is everywhere, yet nowhere. We thought you'd have worked it out by now. You are in the enigmatic and mystical world of life and of death, of tragedy and of triumph, of Yin and of Yang...
Patrick: You're full of crap. Do you want a knee in ver nuts?
Davey: *(Whispering to Amaya.)* I think he's telling us we've been plunged into a role-playing game, with a mouse-driven system similar to *Dungeon Master* and the like. Judging by the way that pointer's nipping about, it's a pretty damn good interface.
Strange People: The one you call 'Patrick' irritates us.
Davey: *(To the rest of the crew.)* Quick! What should we do?
Duncan: We've got the teapot. We could make them some Horlicks.
(Disgusted, the Strange People obliterate the ZERO team on the spot.)
Crap Message Box At Bottom Of Screen: Your entire party has died. Would you like to play again?

STOP



Yikes! What a vicious-looking cur. The wolf looks a bit dangerous too.



Allegro, Windscreen View: Davey pulls up in an underground car park.

AMIGA

Toby: "Blimey," you must be thinking, "what a frightfully short review when one considers the length of the preceding text." And I'd have to agree with you. The problem, as Dunc said when he reviewed the PC version, is that it's not immediately obvious what to say about *Beholder II*. Sure, it's brilliant, but it's not massively different to *Beholder I*.

However, the differences that are there are noticable. This time you can interact with other characters with a simple yes/no system, and you're not confined to a dungeon – there are forests and towers too. The graphics and sound are great – much better than those in the recent *Abandoned Places* and *Black Crypt*, and the whole package is very atmospheric. The only niggle I found was that the mouse control seized up once or twice during fights – not amusing.

What else can I say? It's superb. Easily as good as *Dungeon Master*. Maybe even better.

GRAPHICS 90	ADDICTIVENESS 93
SOUND 90	EXECUTION 90
OVERALL 91	

DÉJÀ VU



CASTLES

US Gold/£40.99/Out Now

Ian: *Castles* gives you the opportunity to march into a foreign land (Wales) and attempt to subjugate the locals by erecting a whopping great stone structure in their back yard. You can then lord it over the peasants from the lofty heights of its walls and turrets.

If things go wrong, however, you can find yourself with rebellious peasants, no funds with which to pay armies and workers, and your most trusted allies stabbing you in the back.

Managing your resources is the order of the day. First, choose the basic design for your castle, its location, and whether you want round or square turrets, thick or thin walls, a moat etc. Then start building with a blend of stonemasons, carpenters, diggers, double-glazing and jaccuzzi fitters and such like. The more men you employ, the faster their jobs are completed.



To defend your creation from the likes of ogres and Welshmen, archers can be deployed along the walls, and infantrymen recruited. Sounds fun? It is. Sounds simple? It's not. All these men require payment, and this is more or less the crux of the game. Tax the peasants to pay for your extravagances, anything from being generous to tyrannical. Finding the correct balance is very challenging, but there can be no denying that it's most enjoyable.

As well as all these decisions, every so often you'll get a close-up of yourself (a noble, kingly-looking chap) and a messenger will appear. The nature of his message will require a further decision. For example: "Do you require pine, lemon or elderberry fragrance salts for your jacuzzi?" Your decision could well determine the course of history.

The graphics are excellent, with tiny, cute men scuttling around carrying out your bidding. The only real drawback with the game is that it lacks that certain something which ensures repeated play.

The blurb on the front of the box misquotes this very magazine, saying: "*Castles* combines the best of *Populous, Sim City* and *Railroad Tycoon*." They should've added: "But it's not as good as any of them."

GRAPHICS 88 | ADDICTIVENESS 75 | SOUND 81 | EXECUTION 80 | OVERALL 79

MIGHT AND MAGIC 3

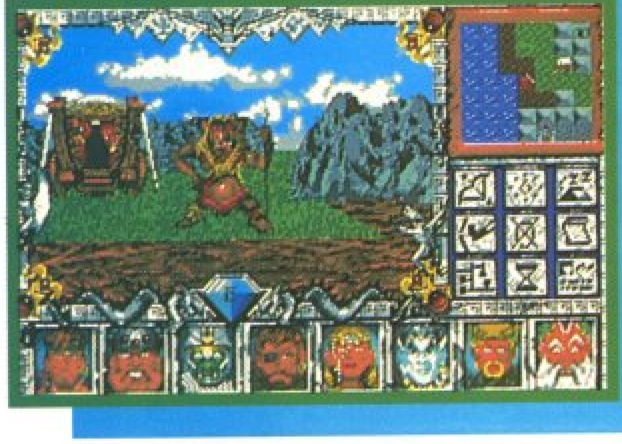
Electronic Arts/£29.99/ Out now

Ian: When David reviewed the PC version of *Might And Magic 3* in last December's issue, it received a score of 89, putting it right up there alongside *Dungeon Master* and *Eye Of The Beholder* (from which this game obviously draws its inspiration). So I eagerly ripped open the box and prepared myself for a treat.

Unfortunately, I had to wait quite a while for that treat. After formatting two blank discs, copying files onto them and renaming them, I was finally in a position to play the game. (You need at least 1Meg of RAM and an external disk drive.) If you think all that sounds a bit of a hassle, try actually playing the game. With its disk swopping and disk accessing, this game is mega frustrating.



If it wasn't for this, the game would be a surefire winner. Almost identical to the PC version graphically and sonically, it also shares the same user interface and gameplay.



Another annoying quibble comes to light at the beginning. The experience (and therefore strength, etc) of your party is initially so low that survival becomes very difficult as soon as you leave the town of Fountain Head. Going out, beating up a few orcs and then returning to rest is the best way to progress until your party of six builds up strength.

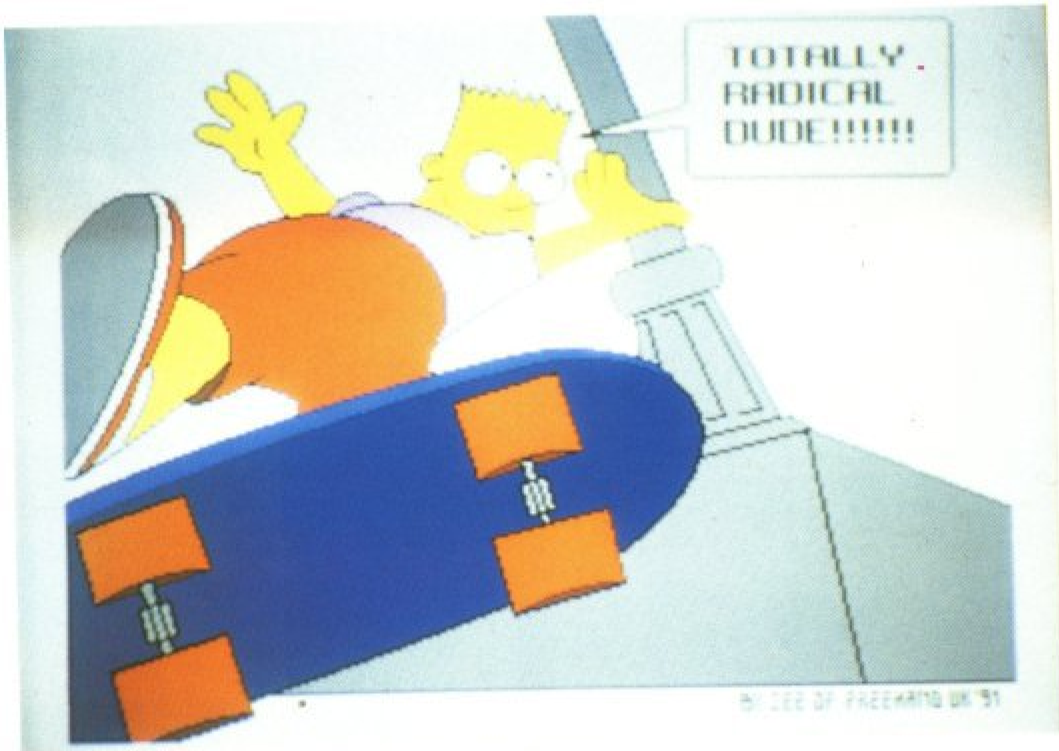
Long-term interest is provided not only by the RPG elements, but also the achievement of awards for tasks and services which are not necessarily vital to completing the game, but can prove useful in terms of gold, magic items and such like.

A great game (almost) ruined by the hardware requirements and a severe case of fiddlydiskitis.

GRAPHICS 81 | ADDICTIVENESS 68 | SOUND 88 | EXECUTION 55 | OVERALL 70

PD FILE

Peter Duncan, eh? What a plonker. Still, he's got highly appropriate initials when it comes to writing an idiot's guide to PD software (and he's an idiot, which doubles his potential). *Toby Finlay* doesn't know anything about PD, and has never presented *Blue Peter*, but Peter Duncan wasn't in the office at the time.



Waah! it's a skateboarding *Simpsons* demo.

PD. Yes. Public Domain. (Ahem.) This, of course, is the area of the software industry where the punters, er... show each other pictures of their homes and gardens. (*No it isn't. Ed.*) Oh. Well, in that case, I certainly don't know, so I suppose we'll have to try this Peter Duncan geezer...

Peter's Phone: Ring, ring, rin... click!

Peter: Och, hello? Yes? Anyone there? I cannae hear ye.

ZERO: Are you the bloke off *Blue Peter*?

Peter: Aye.

ZERO: You don't sound like Peter Duncan to us, matey.

Peter: That's because I'm John – John Leslie!

ZERO: (*Whispering to each other.*) Yikes! It's the lanky Scottish bast! Shall we ask him about PD anyway?

John: I heard that. But if ye really want tae know, I'll tell ye. Public Domain is a service which enables computer users tae access different types of software for very little money via 'libraries' of disks. What's more, although the author maintains the copyright, ye can copy the disks all ye like and give yer copies tae everyone! Most things these days are grossly overpriced, and PD often provides a cheaper version of various utilities, plus some quite decent games and demos to boot!

ZERO: Any more sordid info on Caron Keating's undies?

John's Phone: Click!

ZERO: Bah!



OOOOO-ER! It's a whole dis... digitised piccies of Sherilyn F...

PUBLIC DOMAIN – ORIGIN OF THE SPECIES

Public

According to the *Oxford Reference Dictionary*, 'public' can mean 'of, concerning, or for the use of the people as a whole'. It strangely starts to make sense, doesn't it?

Domain

Domain (de'mein/n.) of course, refers to an area under one rule, a realm; an estate or lands under one control; a sphere of control or influence. (From the French word Demesne, meaning, er... I'm not sure really, 'cos it isn't in my *Collins Robert French/English Dictionary*).

DP

It's rather weird really – the French don't call it PD, of course, they call it DP. Domaine Publique, after the english term Public Domain, strangely enough.

It's a funny old monde, isn't it?

POINTLESS DEMOS

Demos, eh? They're pretty useless really. Not useless as in 'unbelievably crap, flush down the toilet immediately' (eg John Leslie), but as in 'not being of great use' (eg, er... John Leslie). Mind you, just because things have a terminally low use-o-factor doesn't mean they're not worth a look. This is especially true when it comes to demos, possibly the most enticing area of PD.

'Demos' is obviously a pretty general term. It covers animations, slideshows, music and also crowds of people campaigning in the street. (*Ignore that last one, it was a 'joke'. Ed.*)

Unfortunately, the quality varies enormously. At one end of the spectrum you've got **Eric Schwartz** with his rather skill *Anti-Lemmings* animation or **Tobias Richter**'s *Star Trek*, and at the other you've got a scrolling starfield with nothing but a load of self-indulgent messages (which are normally in

PANDEMONIOUS DICTION

You may have noticed the use of the word 'shareware' a couple of times in this feature. We were therefore going to explain the difference between this and PD, but it dawned on us that none of us actually knew what the difference was. So who better to explain than Jeff 'Hairy' Minter?

ZERO: Oh wonderfully hairy one, we beg you – tell us something about shareware and PD.

Jeff: Well, like, with a PD library, the only fee you pay is to the library – there's like no money to the author. But in the shareware market, you pay the guy himself... but it's not obligatory or anything. If you like it, you pay, and if you don't, well... then you, like... don't.

ZERO: Ah, we see. But do you find such a system profitable, oh great one?

Jeff: Well, like... yeah. But if you put stuff out, it has to be good quality, otherwise you just won't get any money out of it. Sure, it's idealistic, but if you get a shareware thing that's better than, say, a full-price game, it's not that much to ask that a donation should be made.

ZERO: Better than working for a publisher?

Jeff: Yeah! If you're doing something for a big publisher, they tend to limit your creativity. I mean, like, I probably wouldn't have been able to do my llama jokes 'cos it wouldn't, like, be 'normal'. And if you've got your own small firm, you've got to pay for advertising and stuff. Of course, with shareware there's no piracy problem either, 'cos you *want* everyone to copy your game.

ZERO: How are your sheep?

Jeff: Fine, thanks. Never been better.

ZERO: Right. Bye.

Norwegian or something). Most of the demos we were sent were simply programmers showing off their polygon routines. It might be clever, but it's extremely boring. On the plus side, it's often possible to pick up sneak previews of games that have been leaked from software houses. We've got a *Kick Off 3* demo here, but its authenticity is questionable.

Slideshows are like animations, erm... except there isn't any animation. *(Clot. Ed.)* Instead, you're presented with a series of pictures – these days they're normally digitised to make up for the lack of 'action' – which keep going over and over until you get bored and turn the computer off. Slideshows have become the most popular medium for pornographic demos, since any dirty old git can scan stuff from *Penthouse* and use a program like *Moviesetter* to create a piece. Music disks are often the least visually captivating – they consist of a menu from which you simply select a tune. But then again, they don't really need to look good. However, the really smart ones have an animation of some description in the background, or even one moving in time to the beat.

PLAYING DEFENDER

How many times have you thought to yourself recently: "Blimey, what I wouldn't give for a selection of old arcade titles in my own home, costing as little as possible"? *(None at all actually. Disagreeable Reader.)* Oh. Well anyway, PD libraries normally carry a large stock of games – mostly clones of classics like *Defender*, *Pacman* and *Space Invaders*, but quite often some neat original ones too. A particularly good one which we received was *Dragon Cave* from **Slave PD**. It uses graphics ripped straight out of *Dungeon Master* to create what is, in effect, a glorified version of *Pengo*, but it all looks very nice.

If you remember Dunc's interview with **Jeff Minter**, you'll recall that Mr Minter is quite a fan of the PD/shareware



Revenge of the mutant llama-camel things. Crazy, man.



Weird animated springy peg – laughs ahoy in this PD demo.

POSSIBLE DICHOTOMY?

What with all this talk about PD 'libraries', it struck us that you might be a bit confused, so here we'll outline ten differences between Merton (PD) Library and South Woodford (book) library.

1. Merton PD library doesn't stock any books.
2. South Woodford library doesn't stock any *good* books.
3. South Woodford library is in South Woodford.
4. Merton PD library isn't.
5. Merton PD is run by a Mr T Huq.
6. South Woodford library isn't. (Not that I know of anyway.)
7. Merton PD library has rather a lot of smart ST stuff.
8. Erm...
9. South Woodford library isn't called Merton PD library.
10. (*Let's call it a day, shall we? Ed.*)



I was a teenage psychedelic shareware zombie from hell.

PRESUMPTUOUS DIRECTORY

Where does the 'presumptuous' bit come in? Well, we're assuming that you've read everything else and want to know where to get some hot PD titles, which is a sort of presumption. And you should be able to work out the relevance of the word 'directory' for yourself (thicky). By the way, these are all ST/Amiga firms, 'cos we weren't sent ANY PC stuff at all. But before we begin, we'd just like to thank everyone who did send us stuff. We love you all. No, really, we do... *(Get on with it. Ed.)*

GAMES DOMAIN PD
22 Broadwater Cresent, Stevenage, Herts. SG2 8EQ. (Amiga.)

SEVENTEEN BIT SOFTWARE
PO Box 97, Wakefield WF1 1XX. Phone (0924) 366982. (Amiga.)

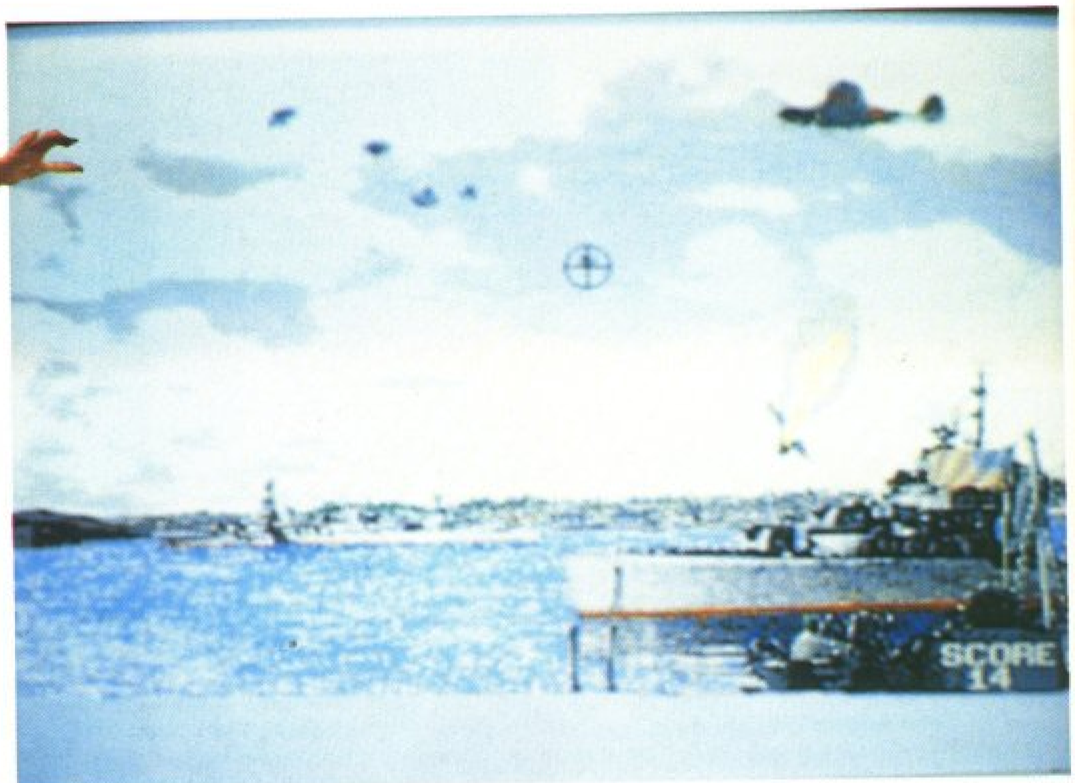
QUALITY PD
1 Ryelands Place, Kilgetty, Dyfed, Wales SA68 OUX. (ST.)

RIVERDENE PDL
30A School Road, Tilehurst, Reading, Berks RG3 5AN. Phone (0734) 452416. Fax (0734) 452416. (ST.)

MERTON PD
10 Grasmere Avenue, London SW19 3DX. (ST.)

PD SOFT
1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD. Phone (0702) 466933.

SLAVE PD
4A Luffman Road, Lee, London SE12 9SX. Phone (081) 851 8082.



A gung-ho PD game teaches the big boys a thing or two about *Oppo Wolf*-style shoot 'em ups.

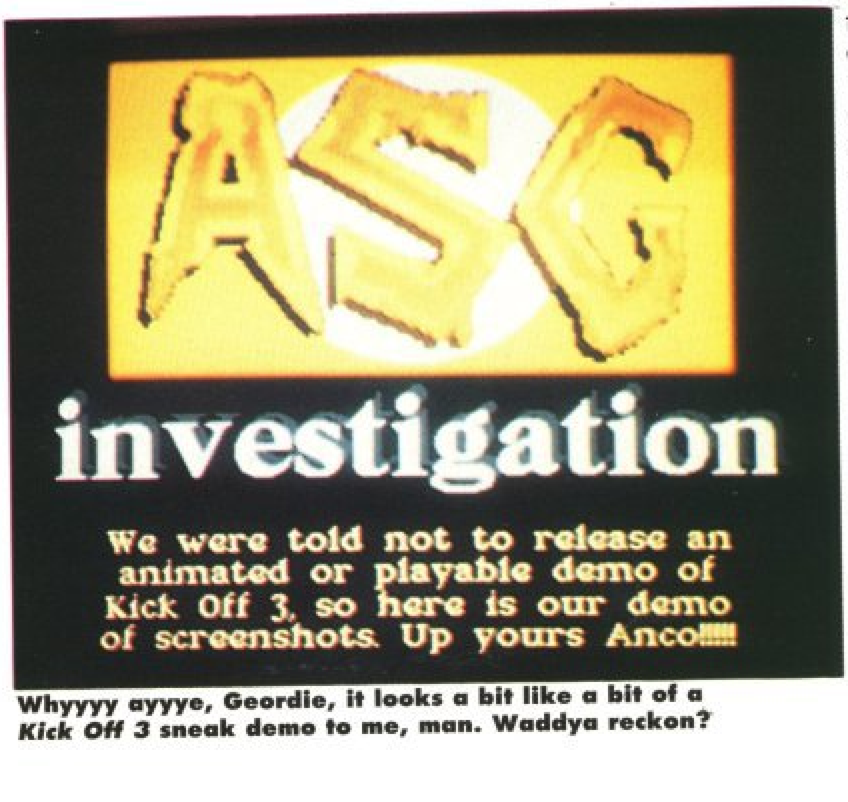
scene, so it's no surprise to learn that he has a few titles of his own to offer. *Revenge Of The Mutant Camels* is one which springs to mind, featuring a camel and a goat fighting their way through a landscape that looks as though it was designed by either a genius or a lunatic. You have to play it to appreciate it, but it really is quite hatstand.

But everything has a bad side. Television has Jeremy Beadle, the computer games industry has the Codemasters, Europe has Belgium and PD has an educational scene. (*Sound of several thousand readers quickly flipping the page.*) Then again, I suppose it's quite useful if you live in the Shetlands or somewhere else where there are no schools (just joshing). It can also be a gift if you want doshing up from mum and dad. Just tell the folks that you're going to buy *Barney Goes Fishing* and then order a copy of *Death Machine Gun Napalm Slaughter* and go down the pub. Hmmm... let's start again... Educational software – it's quite excellent, actually.

PUDDING DISHES

There's always a whingeing gitbag somewhere who'll complain about the possibility of viruses. The chance of being infected from a PD disk is miniscule – most libraries check their disks pretty thoroughly, and only if some unscrupulous bast has written a program with the intention of laying a virus on you are you likely to catch one. However, if you've already inherited a virus from somewhere, the finest killers are invariably available from a PD library, *Zero Virus III* being perhaps the best. Similarly, as the *Blue Peter* buffoon mentioned earlier, you can get almost any other utility you should want, from text conversion programs to databases and simple DTP applications.

How much you actually pay for any disks is obviously dependant on that particular library, but generally speaking the rate seems to be about a quid per disk (but if it contains something exceptionally amazing then it might be as much as three pounds). In short, PD libraries are very useful things indeed – much more so than pudding dishes. That is, unless you want to make a sponge pudding, of course.



Whyyyy ayyye, Geordie, it looks a bit like a bit of a *Kick Off 3* sneak demo to me, man. Waddya reckon?

PRIZE TEMPTRESS!



WIN!

- A LIMITED EDITION SIGNED *LURE OF THE TEMPTRESS* PRINT!
- AN EXCLUSIVE VIRGIN GAMES MA1 BLACK FLYING JACKET!
- FIVE COPIES OF *LURE OF THE TEMPTRESS*!
- TEN VIRGIN T-SHIRTS!

Virgin's *Lure Of The Temptress* is a bit of a corker, as you'll find out by turning to page 38 and reading the full review. In case you've spilt paint on page 38, here's a plot summary. It's all about a wicked Temptress who gains control of a town using her scrummy charms and a gang of not-so scrummy aggressive minders. You play a simple peasant who has to brave the guiles of the Temptress as she uses every ounce of her not inconsiderable feminine charms to break his will. What a jammy swine, eh? The game runs as an interactive, mouse-driven adventure and features a terribly clever new system called Virtual Theatre. Basically, this means that the action mimics an Andrew Lloyd-Webber musical and the Temptress bears an uncanny resmblance to Sarah Brightman. (*It doesn't mean that at all. Go and read the review again, dopey. Ed.*)

FAB PRIZES

There are plenty of top prizes to 'lure' you into entering this compo! Some rather corking Virgin goodies and an exclusive, limited edition, framed print of the *Lure Of The Temptress* artwork, signed by Dermot Power, the famous *2000AD* artist more normally associated with the likes of Judge Dredd.

TIPS

- Get the bill payer's permission before you dial. Calls cost 34p cheap rate, 45p all other times.
- Make sure you dial the right number – there are all sorts of naughty temptresses you might end up talking to.
- And for the love of Kylie, remember to give your name, address and computer format!

WHAT TO DO

It's easy-peezy – just dial the number listed below, wait for the tone and then answer the questions below. If, for example, you think choice a) is the correct answer for question 1, then say: "1 A", and so on. Next, you'll be prompted to state your name, address and computer format and then, and *only* then mind, you can hang up.

1 King Edward VIII was enticed away from the British throne by a femme fatale, not born of royal blood. What was her name?
a) Bella Emburg.
b) Mrs Simpson.
c) Bart Simpson.

2 Julius Caesar was entranced by Cleopatra, Queen of Egypt. What was supposed to have first attracted him to her?
a) Pig pheremones.
b) Her ability to belch the Roman national anthem.
c) Her use of dairy products when bathing.

3 King Herod was so under Salome's thumb that when she demanded a certain gift, he couldn't say no. What was the gift?
a) His last Rolo.
b) The head of John the Baptist on a plate.
c) Edd the Duck's head on a saucer.

4 What was Marilyn Monroe supposed to have worn in bed?
a) A thick wincyette nightie which came down to her ankles.
b) A dab of Channel No 5.
c) A dab of Preparation H.

THE RULES

- Employees of Dennis Publishing or Virgin Games caught entering the compo will be subjected to David Wilson's Dance Of The Seven Veils (Oh, *not again, must I? Ed.*) Yes, you must.
- Remember, the Ed's a bit of a homme fatale himself, and his decision is final.
- Competition closes 30th June 1992.

CALL (0898) 299 244



This month, our shady software consultant has taken on an extra pair of hands. "Yes, I've had some 'elp from me nephew, young Nicko Bloggs. He's not playin' hooky or nothing – he's doing a bit of a work placement down at me new premises on Oxford Street. He's a smart lad – we put his name down at birth for the best borstal in the country. It's really paid off – we're never short of a car stereo nowadays. Over to you then, Nicky-boy, and for Gawd's sake take yer bloomin' hands out of your pockets.

MIDNIGHT RESISTANCE

The Hit Squad/Amiga & ST/£7.99

Nicko: Uh-oh! Poor old grandad's been kidnapped by an evil commander who plans to use the old boy's knowledge of nuclear warfare to take over the world as we know it. So it's time to get out the heavy artillery, put on your Rambo gear and set out for revenge.

What it boils down to is a horizontally scrolling shoot 'em up. You take control of the Arnie lookalike (and his identical twin, if you've got a second player), running from left to right (and later on vertically) across a jungle landscape. Shooting certain enemies results in keys being left behind, these can be used in between levels to buy extra weapons, including three-way shots and flame-throwers. The nine levels take some time to beat – you'll find yourself using the continues like mad if you want to make progress.



There's no parallax scrolling, the colours are dull, and the music is so annoying that you'll be grateful God invented volume controls. But having said that, it is a fun blast, and at this price you'd be very silly to miss it if you're a fan of this particular genre.

OVERALL SCORE 79

BLOGGO'S BARGAIN BUY

ZERO HERO

AWARD WINNERS

Empire/ST, Amiga & PC/£25.99

Nicko: Well, here's a compilation right out of the *Bloggo Book Of Good Value*! Three classics and one average game – all for under 30 sovs. All the games won awards, so this certainly is a great buy if you've somehow missed out on any of them first time round. The game that you'll notice first is Anco's all-time great, *Kick Off 2*. Although it's been knocking around for a couple of years now, the brilliant playability shines through, and in my opinion it's still head and shoulders over most of the newer sports sims available. Once you've mastered the tricky control method, you'll be dribbling the ball around the park like John Barnes. All the aspects of the real game are there: corners, penalties, substitutions and my own personal favourite – injuries.



After all that running around playing football, you'll want something a bit more relaxing, so the next game to load up has to be *Populous*. A bit too much thinking is involved in this game for my liking, but the idea of playing God is pretty appealing. Even though the superior *Populous 2* is now available, on this compilation it's a welcome break from the arcade action featured in the other games.

The next game is another brain-tester. It's the great puzzler *Pipemania*, which involves laying down piping to prevent the ever-flowing "Flooz" from leaking out. It's surprisingly fast-paced for a puzzle game, and should suit everyone from puzzle buffs to arcade freaks.

Finaliy there's *Space Ace*, a brilliant-looking, cartoon-style 'interactive movie'. Unfortunately, it's more fun to sit back and watch the rolling demo than play the game, as all that's involved is simply moving the joystick at



SUPAPLEX

Action 16/ST & PC/£7.99

Bloggo: I detected a definite 'computery' theme running through this game. You manoeuvre this little *Pacman* head-thing around a scrolling circuit board area, nibbling at the electronic components and collecting these 'Infotrons' things. Now don't ask me why you're doin' all this, but I'm sure it all has a sound basis in information technology.

Anyway, trouble is, if you undermine these spherical 'Zonk' things, they'll either fall down on your 'ead and squish you outright or else they'll block off some other part of the play area. So you'll have to dust off those puzzle-solving skills. There's also a couple of nasties to avoid: scissors which wander around, viciously snipping at stuff, and innocent-looking disks which are, in fact, sneaky old bombs. I know what you're thinking: "Sounds like that *Boulderdash* to me". Well, you'd be right. But that's no bad thing, and with 111 tortuous levels it's certainly got Big Bloggo Value.

OVERALL SCORE 84

RAINBOW ISLANDS

Hit Squad/ST & Amiga/£7.99



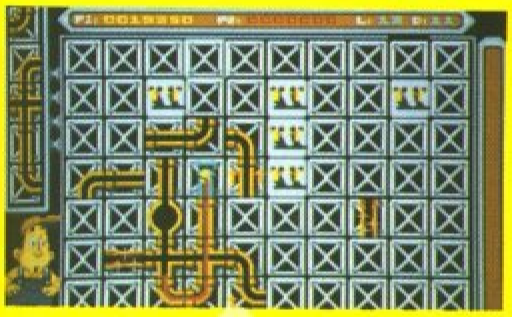
Nicko: Now this game is a bloody cracker. It's a right little goer, know wot I'm sayin'? You play this little bloke in dungarees (that's 'trousers for girlies' to you an' me) who 'as to climb and jump up platforms 'til he gets to the top of the vertically scrolling screen. Then he 'as to do it again.

There are seven levels to make it through, each of which has four rounds – a bit like boxing (now that's a real man's game). The first three rounds involve moving up to the top of the play area, zapping baddies with yer rainbows and picking up treasure and magical goodies like shoes and potions as you go. But the fourth round is always the best – this is the bit when a huge cartoony enemy, requiring multiple hits, tries to bash yer brains out (like wot 'appened to me). Check out the groovy Dracula after level three for ultimate difficulty.

The graphics on this are great – they're colourful, meaty and gorgeous. But what really smacks you in the face about it is the sheer playability. Your little bloke (Bub, or maybe Bob) jumps around like he's stuck in a mosh, and it becomes so much fun you'll need a Rottweiler at yer ankle to drag you away.

So if you haven't already got this superior arcade conversion, what are you doing just sitting there? Go down the shops and get it! And tell 'em Bloggo sent you. At eight quid, this is the sale of the century and no mistake.

OVERALL SCORE 95



specific points of the game. You learn how to progress through trial and error, and as a result the game can be very frustrating to play. However, it really does have to be seen to be believed, and in this compilation format you can't really complain – especially seeing as the original version cost £45! It might have won an award for graphics, but it wins the wooden spoon for gameplay.

When you put all the games together at an affordable price, this is a worthwhile purchase. If you've had your computer for a while, the chances are that you'll already have at least one of these games, but for newer owners it really is essential.

OVERALL SCORE 92

ADVANCED DESTROYER SIMULATOR

Action 16/ST, Amiga & PC/£9.99

Bloggo: I often reckon that if I 'adn't been an entrepreneur and computer pundit, I'd have liked to have been a bit of a jolly jack tar, y'know – a salty old sea dog. I'm never 'appier than when I'm out on the ocean waves. (*What about last summer on the ferry? Nicko.*) Git out of it, yer little toerag – you've had your bit. Granted, I did have a dicky tummy last time I was at sea, but that was darn to a bad pint, awright?

Anyways, this *ADS* made me feel quite at home. It puts you in charge of a WWII Royal Navy Destroyer, tooled-up with four gun turrets and eight torpedo tubes. You get maps of the Channel, the Med and the North Sea, and you're provided with loads of navigational gadgetry.

There's no shortage of enemy to sort out – the Germans show up in cargo ships, warships, subs, pedallos and dive bombers. Solid 3D graphics feature highly, as do maps, charts and status screens. So anchors away! Set a course for your nearest software trader! Ha, ha. (*Do what, Grandad? Nicko.*)

OVERALL SCORE 86



TOO GOOD TO MYTH!



System 3 is about to unveil the long-awaited 16-bit version of its legendary arcade adventure, *Myth*. The game is a pot pourri of Greek, Norse and Egyptian mythologies. You meet (and duff up) all your favourite characters from those early soap operas – the Hydra, the Chimera, Thor and Anubis (a super-natural Egyptian mutt). The game takes the form of a rollicking good platform beat 'em up, and sports mind-bending graphics and sound. In fact, System 3 is so chuffed with its new product that it's come over all warm and gooey inside – it's offering you the chance to snap up a stonking great prezzie.

The prizes on offer in ancient Greece were always stuff like a Golden Fleece or a night out with Aphrodite, but System 3's prize is going to knock all that into a cocked Viking helmet. It's actually offering a Commodore CDTV and a Trebor Fruit Salad, together worth £500!! Yes, you could win Commodore's state-of-the-art baby and a Trebor state-of-the-art chew, or else you could be one of 20 runners-up who will get their grubby mitts on a copy of *Myth*. All you have to do to win this miracle of laser technology is take a look at the questions on the right and decide on your answers. Then ring up our compo hotline and recite the number of each question, followed by the letter that you think corresponds to the correct answer.

WHAT IS A CDTV?

A CDTV is an interactive multi-media device, basically comprising of a top-of-the-range 1Meg Amiga crammed into a sleek, sexy black box, with a compact disc drive instead of a floppy drive and a joypad instead of a keyboard. It functions variously as a 'revolutionary electronic book', a games machine, a normal compact disc player, a fashion accessory... and it makes great toast too! *(Liar. Ed.)* Now that's magic!

1. The word 'Wednesday' is derived from the name of the chief god of the Norse legends. His name was...
A. Wednes
B. Odin
C. Wayne

2. What gift did the gods bestow upon Pandora? Was it...
A. A matching socks and hankie set?
B. A strange svengali-like power over hamsters?
C. A box containing all the evils of the world?

3. Which famous mythical figure ravished young maidens while in the form of a bull?
A. Ermintrude from *Magic Roundabout*.
B. Oliver Reed.
C. Zeus.

4. How did Perseus defeat the Medusa? Did he..
A. Cut off her head while protected by Achilles' shield?
B. Give her a shampoo and set?
C. Hide a mongoose in her hat?

DON'T FORGET...

★ Always get the billpayer's permission before you phone. Calls to the compo line cost 34p cheap rate and 45p at all other times.
★ Make sure you dial the right number. If you get through to Venus' 24hr Telephone Love-In, make sure you hang up before the bit about the fawns.
★ Please state your name, address and computer format when you phone in, otherwise we won't know who you are or where to send your prize (dopey).

RULES

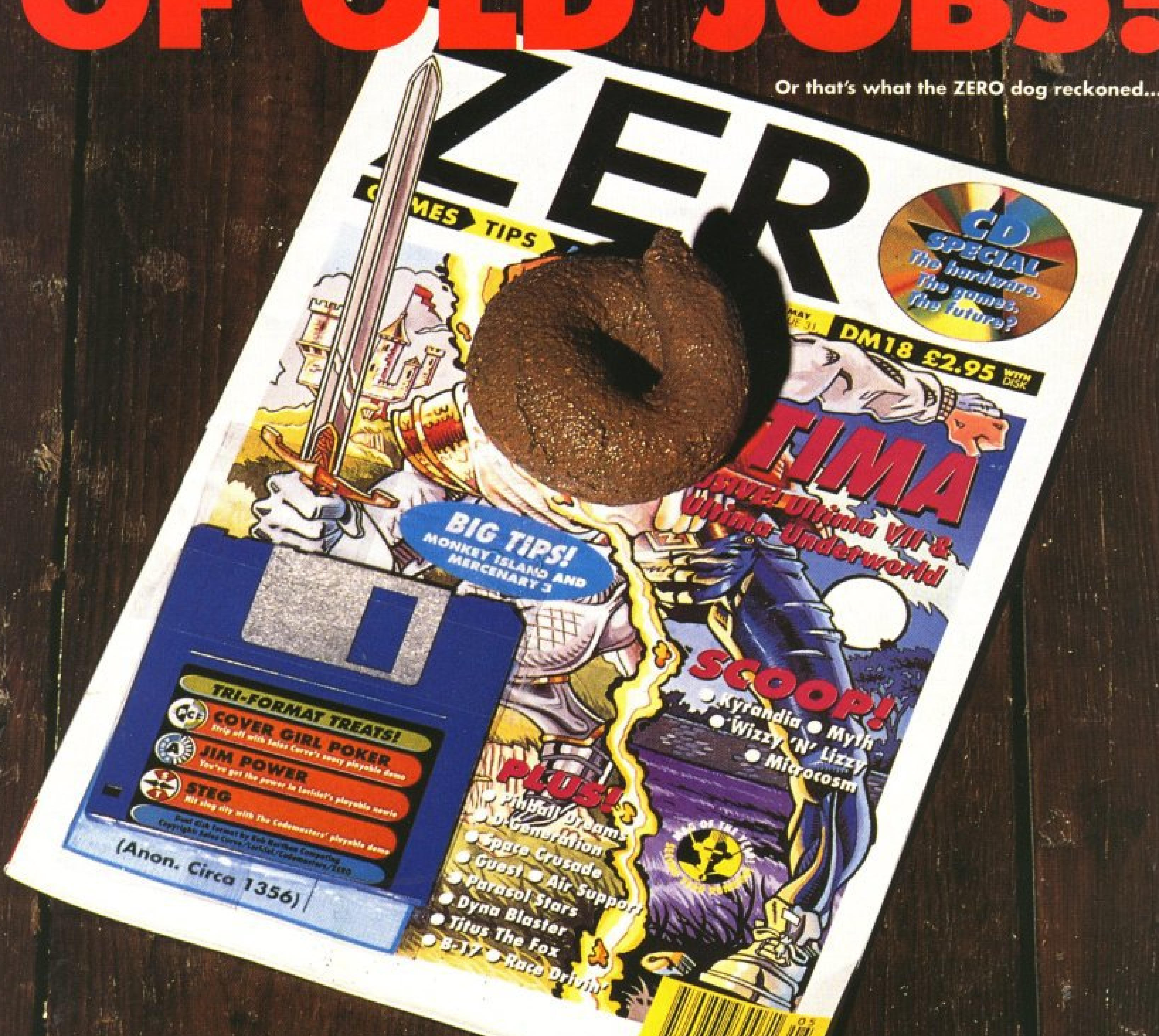
★ Any employees of Dennis Publishing or System 3 caught entering this competition will be chained to a cliff and visited daily by an eagle who will feed on their liver. Yeuch!
★ Entries phoned through after the 30th day of June will spend eternity in telecommunications limbo.
★ The Ed's got a hammer bigger than Thor's, so what he says goes.

0898 299 250

***And a Trebor Fruit Salad!**

WHAT A PILE OF OLD JOBS!

Or that's what the ZERO dog reckoned...



(Anon. Circa 1356)

So... get ready for the brand spanking new, smarter than ever before ZERO!

- **It's only £1.50!**
- **It's green – no cover disk!**
- **It's been fabulously redesigned!**
- **It's completely outrageous!**
- **IT'S THE MUTT'S NUTS!**



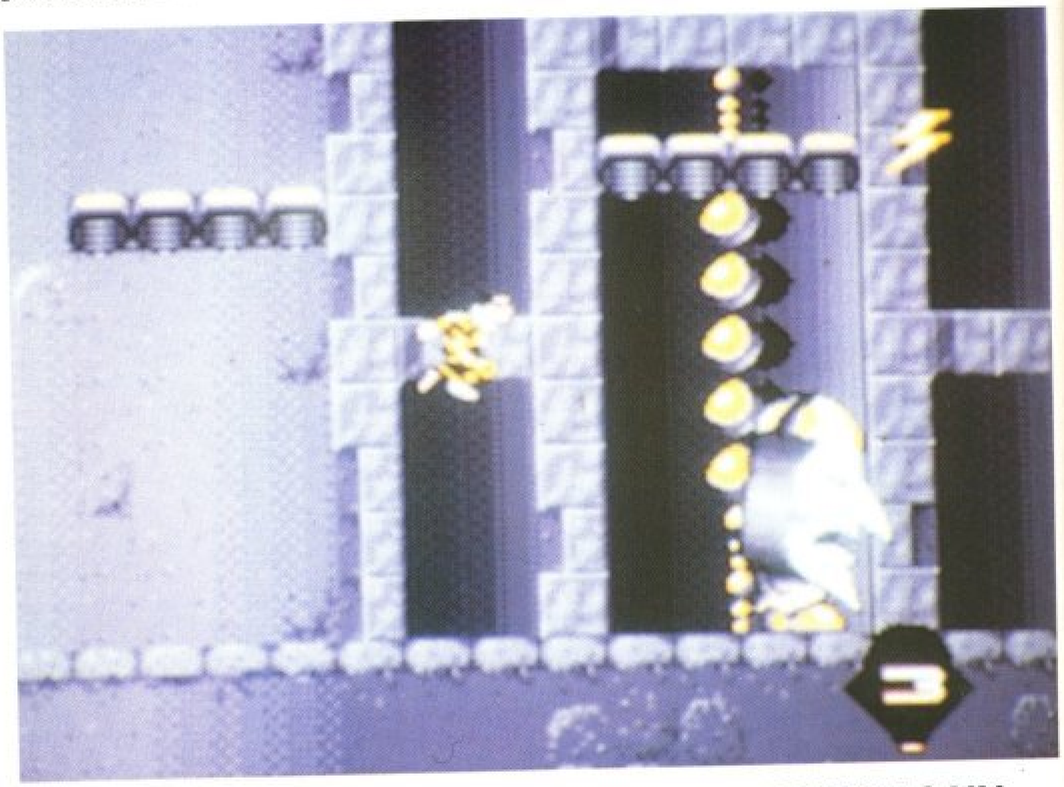
BUY THE NEXT ISSUE OF ZERO OR THE DOG GETS IT!
Don't miss the world's most definitive console and computer games bible.
OUT ON JUNE 11!
NOW ONLY £1.50!

This month, the plan was to print a complete guide to Gremlin's ace *Harlequin*, but due to a blatant postal cock-up on *Rich Pelley's* part, we've ended up with a 'thank you' letter to his Auntie Vera instead. As we've got nothing else to print, it looks like we'll have to use that instead.

HARLE

Dear Auntie Vera,
Thank you very much for the hand-knitted lime green cardigan you sent me for Christmas. It was a great surprise – especially as Christmas is, in fact, in December (the 25th, I believe) and not in April as you seem to think, you senile old bat. Anyway, it was just what I've always wanted, and I've worn it ever since. Actually, that was a bit of a lie. I've sold it and spent the money on drink instead. Anyway, hope you and Uncle Ivor are well,
Love from your nephew,
Richard XX
PS Just in case you were wondering, here's how to complete Gremlin's ace new game, *Harlequin*.

THE CLOCK TOWER
Ascend platforms to reach first level of tower, kill alarm clocks and hit switch. Back right, onto platform, collect umbrella, flick switch, move with platform, jump onto left platform, collect heart, up to level two, see to alarm clocks and up left to level three. Bye bye alarm clocks, along, up, ignore level four and leap out to platforms from left side of tower. Flick switch, float back to ground level and enter tower.



THE CLOCK WORKS
Pull switch, left, fall right, down all the slopes, flick switch, onto platform, up, down slope, pocket space hopper, trampoline onto platform, right onto screw threads and up. Catch pendulum and Tarzan your way onto left platform. Slide halfway down slope, jump onto other slope, up cogwheels, along threads, switch switch below end platform. Jump left, collect rocket, jump left, collect second rocket, back onto cogwheels, down slopes and through exit.

THE DREAM MILE
Leap left out of pyramid stage left, slide down and climb left pyramid. Onto and along left platforms (accounting for wind), shift switch, right, along middle level of pyramid until you reach the Lost Temple of Hur-Ho-Hi (!) Down and enter. Trampoline your way up, pull switch to initiate TV Wonderland, exit, head left past hourglasses up and through door (using aerial runway for goodies).



THE CLOCKWORKS AGAIN
Crawl left along tunnel, rearrange switch, continue left, use trampolines and pendulums to reach previously flicked switch at top of level. Jump right through where there was previously a wall and back out to The Clock Tower.

EQUIN

★★★ ZERO ★★★ COMPLETE SOLUTION

THE CLOCK TOWER AGAIN
Up to level five, (simple, eh?), swing onto clock hand and grab kite.

A FLIGHT OF FANCY
Shoot everything which isn't a bonus, and collect everything which won't kill you if you collide with it. Autofire on the old joystick can come in handy here.



THE JIGSAW PUZZLE
Fall, use switch, cascade further downwards, hurdle right onto jigsaw pieces, along tunnel, right until reach wall, jump and hit switch, left and down, down again, left and down and right and down for rocket-collecting purposes. Up, left, and down for switch-hitting purposes, up, right, up, left, fall down, secure second rocket, hit switch, use platforms to re-ascend to corridor, up newly-appeared passage onto Jig-TV, employ right-hand switch, return in a general downward direction to previously unmentioned door and it's off, it's off, it's off to the Rooftops we go.

THE ROOFTOPS
Right to reach sparking wires, up and left along horizontal wire, jobby switch, back down, through wire, left, down roof, onto next roof, wait for platform, down onto roof below, left, down roofs, left, wait for platforms, up onto roof, onto platform above satellite dish, up roof, switch jobby, back right to wires, up, down, up, along wires to chimney shaft and fall down. Phew. Down to bottom, hit switch, ride platform for next switch, back down, crawl through tunnel, collect a piece of the heart (hurrah) and flick switch. Up shaft, return along wires to get to rooftop, far right through wires, down as far as possible and through window.

TVEE WONDERLAND
Right, down, past electric generator, down TV aerial and use switch. Back up aerial, catch flying platform, over onto other flying platform, onto third, get switch, back up flying platform, back on-to second one, down to ground level, along tunnel, hit switch, back to flying platform, back to middle one, back along and up to top of level and enter remote control. Up to reach another remote con-trol, enter, follow route around section, hit switch, back through second remote control and follow arrows to the Virtual TV. Head to the right of the area, enter remote control, head down and enter TV.



THE LEARNING CURVE
Up onto moving platform, left onto large clown, shoot witch, trampoline up to next row of platforms, right, onto clown head and up. Right, right again, up, say hello to the switch in order to turn on Cutesy Land on the TV, down and left back onto clown. Left, up onto another clown, shoot another witch, down another slope and trampoline across some more platforms. Up, then up and down rulers onto clown and up pencils, collecting the space hopper as you go. Across the toy trains (don't fall down the gaps), up and left, across train and into the Bomb Run.

THE BOMB RUN
Perambulate onto the right platform, up and right in order to flick the Fixing Clock switch, avoiding the falling bombs and their explosions. It's probably best to take things slowly, so you can see where the bombs are going to land – although if you are still in possession of the space hopper (which you should be) you can bounce around, immune to the bombs and the water below. Continue right and fall through the bottom arrow to the clockworks.

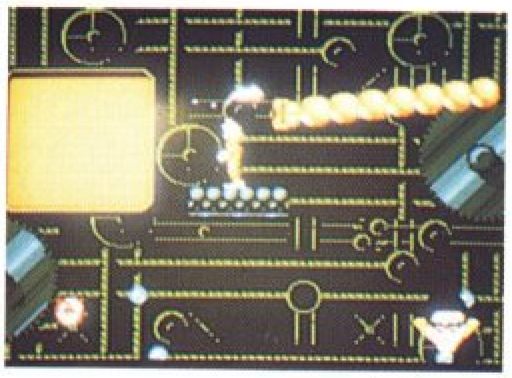
THE CLOCKWORKS AGAIN (AGAIN)
Down, down, down and generally down until you reach the base of the level near to the previously used exit to the Dream Mile, this time entering the newly-formed statue slightly to the right.

THE THROAT OF THE MACHINE
Down onto big platform, down and along platforms immediately below, onto moving platform, retracing steps if necessary, in order to kill the bubbled baddie. Down, left, up conveyor belt and flick switch. Down, down slope and onto moving platform, and onto stationary platform. Use rockets to kill spikes, float down middle of chute, leave moving platform and stand on stationary one. Continue downwards until you reach sideways T-junction, left, down and flick switch, up and flick switch, then back right, down collecting fish on the way, fish-up and swim through pipe.

SEWERCIDE
Zip right along the drain pipes, avoiding the drips, down, collect fish and fish-up. Take right at junction, flick switch, back left to junction, up and surface to the left. Out of water, zig-zag up and down to the left, shooting the taps for much-needed bonuses. Down into water, along surface, down, take left junction, flick switch and back to surface from whence you came. Leave the water, only to enter







the water above and swim along, flicking the switch at the end, only to re-enter the water below. Along, down, take right junction, follow route around and surface. Up platforms, along into water. Down right side of drainpipes to flick switch (continue upwards for credits), re-swim steps, leave water, jump up platforms, along, flick switch and exit level. By the way, it's better to swim past the irritating little fish, then turn around and shoot them.

FATHOM THIS OUT!

Right, shoot beach ball, get fish, fish-up, wait for and shoot swimming old granny, down left-hand side and utilize switch. Re-surface to catch your breath, swim down right and do the honours to switch number two. Re-surface to the left-hand side and hurl yourself onto the right platform using the bouy. Assassinate that deadly Matey bottle, up and along platform for fire power, down slope and kill beach ball. Bounce fully, using the lower springboard, shooting as you go, in order to land on the platform beneath the No Running sign. Collect the bonuses from the water either side, return to diving boards and spring fully right from top board onto supported platform, shooting once again as you go. Fall to immediate right of platform (pulling left as you fall), fish-up and swim around for bonuses (breathing in the middle). Re-surface to the right, bye-bye baddies, right, hit switch and left to springboard. Spring right onto locker, get brolly, jump right, flick switch and glide down between lockers. There is now a chimney on the rooftops, so climb springboard, onto platforms, get food, float left and exit level.



SEWERCIDE AGAIN

Ensure switch is on, get fish, down into water and fish-up. Down the right hand side of drain pipes and follow the route reasonably quickly (or you'll run out of oxygen) to the overflow and enter.

WHAT A FALL

A nasty level this, which isn't really much help. Left, only grabbing that umbrella if necessary, shoot baddies and free-fall slightly to the left, then to the right to hopefully land on a spoon. Flick switch and bounce onto platform, then onto honey. Float to your immediate right onto cup cake. Jump right from platform, pulling right to hit a barrier and fall safely onto a heroic cup cake. Flick switch, fall left and down for bonuses and up via pepper onto spoon, onto spoon, onto platform, shooting bird as you go. Shoot another bird and the thorn and hop left for some tucker. The next part is a little tricky, because below lie a number of strategically-placed poisoned drinks which result in instant death if you land in them. So save the game here, in case, heaven forbid, you bugger it up.

Float right off the platform, pull left immediately to avoid first drink, then right to avoid second and right again to land on the platform underneath the Gambler advert. Nimbly tip-toe right, that umbrella is yours, jump to flick switch and land back on platform. Jump fully right, up via spoon, flick switch, left and float to end of land beneath Gambler sign, which is now showing on the Virtual TV. Walk off left of platform and float directly downwards, in between poison pots using bonuses as a guide, and down to ground level. Walk along the bonus-ridden floor in both directions and enter The Rooftops.



THE ROOFTOPS AGAIN

This should be a good opportunity to build up your credits with a nice little bit of bonus collecting, so scout around a bit with TVEE Wonderland as your final destination (surely you know where that is by now?) A new chimney should have appeared here incidentally but, by Jove, don't go down it just yet.

TVEE WONDERLAND AGAIN

Getting to the TV shouldn't be any problem. So, er... get to the TV then.

THE HOUSE OF CARDS

Jump right and grab smiley face, jumping left onto house of cards. Right, killing card baddies and Ace of Spades, throw switch and collect hopper and return to the start of this level. Swing on smiley face, hurtling onto right platform in space hopper mode in order to kill the card-juggling shark. Position Harly in the middle of the platform and jump to the right slightly after the left-hand pendulum has come into view, in order to successfully grab the right pendulum. Swing onto right platform, killing baddies as you go with the hopper. Down for bonuses, then through door.

Left, kill baddie, up, right, kill King, left and flick switch. Along, down, through gap, down, flick switch, blast the juggler and grab the swing. Kill King before swinging onto platform, down, onto circus tent and along platforms for food before entering tent.



THE WACKY JUGGLERS

This level is pretty self-explanatory because all you have to do is to get from A (the beginning) to B (the end) of the

BY THE WAY
Thanks a lot to Gremlin for helping me out the couple of times I got stuck. And 'hi' back to Sean 'Smelly' Kelly too.

level, flicking a few switches as you go. The only things you may need to know are that you can stand on both the cannons and the juggler's balls to ascend upwards, and at one point you need to float from the top of a slope onto an otherwise unreachable platform. But apart from that, it's as easy as the proverbial pie.

HEAVENS ABOVE

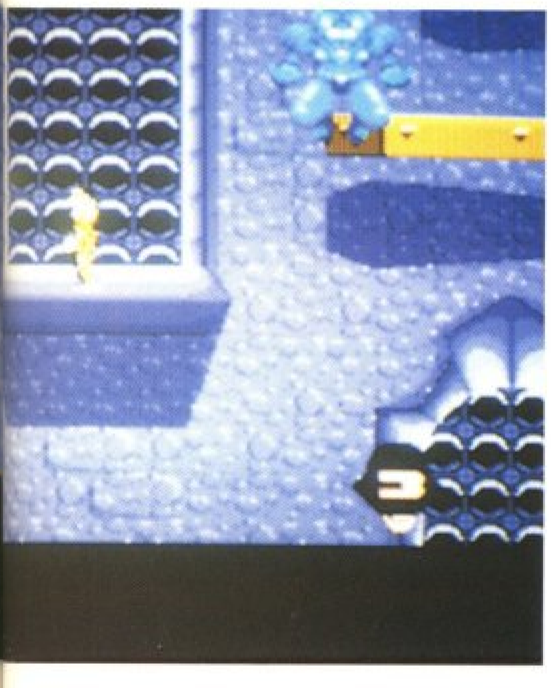
Right, across platforms zapping small angels for bonuses, onto harp, up, flick switch, down right-hand side, along left, bounce up in order to continue left (or circle round, using platforms) onto angels wing et (as they say in France) float down aussi loin au possible (as they say 'en Francais aussi'). Right, onto harp, onto right harp, down onto ground, hit switch to right, up left, hit the other switch and back to harp, in order to hit the third switch above using new platform. Back along angel's wing and



down. Along, down, flick switch, get hopper and back again. Stand on moving platform and jump onto level below angel's wing. Along, flick switch, back down via platform and down straw into the strawberry milkshake.

SUCK IT AND SEE

Zoom around collecting as many bonuses as possible in the time limit. There should be two exits: one to Hell and one to Cutsey Land. Enter Cutsey Land, collect a piece of the heart, and exit back into Suck It And See. If the exit to Cutsey Island hasn't appeared, you'll have to enter it from the other direction. To do this, for now go to Hell and work through the



solution until you return to the Rooftops, from where you should enter The Dream Mile through the door in the middle of the level, switch the TV switch back on, return to TVEE Wonderland, enter the TV, work your way through Cutsey Land (flicking switches when necessary), back to the TV and return to The Rooftops. But as for now, Cutsey Land visited or not, go straight to Hell.

HELLZAPOPPIN'

Fully left, shooting white devil, and onto vertically moving platform. Jump as platform goes past fire jets (for fear of energy loss), flick switch, onto next platform, up, along, flick switch and back the way you came.

Up second opening from the left via assorted platforms, flick switch and down again. Miss out the next opening and go up the first from the right. Up forks and stay on moving platform until you've killed the white devil. Up, along, hit switch and return to ground level again. Up next vertical chasm to the left, along right, crawl through small passageway, jump gap, onto toasting fork. Zig-zag your way to the top left of the level using the rising platforms whenever you see one, and possibly auto-fire on the old joystick in order to kill all the baddies. Flick the switch to initiate the musical note and get right back to the beginning of the level.

RIGHT THEN

Right then. From Hellzapoppin', make your way back through Suck It And See, Heavens Above, The Wacky Jugglers, The House of Cards and TVEE Wonderland to eventually end up back at the Rooftops. Collect a piece of the heart via the previously illustrated method if necessary, then/else enter that whopping great chimney located in the middle of the level.

A DARK AND GLOOMY PLACE

Traipse fully right, watch out for spikes, up, grab left arm, swing left, along and up. Mutilate Headless Harry, grab left arm, change to right arm in mid-air and swing right. Flick switch, grab hold of right arm and swing left. Left and enter Crypt 2. Follow route round in order to flick the three switches and grab the food and exit. Down a platform, right and enter Crypt 1. Follow route around, flick switch, exit, back past Crypt 2 and zig-zag to top of level and along. Kill Headless Horace, onto moving platform, swop platforms and drop down left into organ chamber.

THE ORGAN CHAMBER

Wait for moving platform, up, jump right at top, up onto pipe and jump out left onto blue platform. Shoot speaker, up and fully along right on top of pipes and flick switch. Go directly down for lots of credits and food, and up, left through middle of pipes and enter the first door. Right, bounce on first key to get to platform, up, along and flick switch. Left, up onto blue platform, shoot speaker, onto piano keys (they even play when you stand on them), right, up onto second keyboard, left and up onto third, up and enter to get to the last level – A Little Sheet Muzak. You can also get to another level – The Beating Drum, by fully exploring the level, but as there isn't much point, I wouldn't be bothered to bother if I was you.

A LITTLE SHEET MUZAK

Up and right a bit for the final piece of the heart, then make your way to the top right via the music notes. Jump fully right from the last available bar, up the music notes, into the heart and....

THE END

Erm... well that's it, really. The end. Hu – to coin a phrase – rah! STOP

STOP PRESS!

This letter arrived this morning, forwarded by a rather bewildered Auntie Vera.

Dear ZERO,
Please find enclosed a) some general tips for *Harlequin* and b) your monthly instalment of £250 protection money in used five pound notes, in agreement that you'll keep me safe from Amaya 'Basher' Lopez. Bye,
Rich XX

GENERAL TIPPERY

1. Repeatedly shoot all question marks for continue bonuses.
2. Presents: For the course of this solution, open all presents you come across but ONLY collect the contents if necessary (ie only collect food if energy bar requires topping up), and never collect more than one of each special item.
3. Only activate the umbrella at the last minute before hitting the ground to save it.
4. Use the space hopper when falling from a great height if the umbrella is not available.
5. Unfortunately, fish cannot be transported between levels. Sorry.
6. The space hopper allows you to bounce on otherwise deadly water.
7. Explore around out of the solution to collect continue bonuses – teddy bears, candy sticks and cup of tea – to build up your credits.
8. Use autofire when there are lots of baddies around, such as in The Bomb Run, being careful not to use the umbrella/space hopper by accident. When you are the fish, switch on autofire all the time.



GUTLESS GULLY

Due to Rich Pelley's inability to address an envelope properly, we were a bit stuck for hints and cheats to print in Gutless Gully this month. His *Auntie Vera* didn't know what had happened to Rich's stuff, but, being a keen gamesplayer herself, she agreed to send in her own selection of tips. What a gal!

AGONY

Actually, to interject a little extra excitement into this month's Gutless Gully, I thought, rather cunningly, we'd print the cheats in alphabetical order. Exciting, eh? And rather ingenious into the bargain, if you don't mind me saying so. Right, to kick off, here's a cheat for Psygnosis' *Agony* - the name of the game classing as the alphabetical bit, of course, not the name of the software company. And the first letter of the cheat doesn't count either, just to keep any trainspotters at bay. Anyway, simply type FANTASY in-game to initiate keys F1 to F5 to select the weapons while Return zooms you on a level.



BIG RUN

B is for banana, baboon, bus and Billy (my pet rock). It's also for bottom, burp, bum and Boots The Chemist (somewhere you'll probably need to visit if you're unfortunate to have the 'big runs' after one too many curries). As for *Big Run*, the neat little drive 'em up from Storm, here's how to cheat. Pause the game, move the joystick left, right, down, up, up, left, down and right (centring the joystick each time). The screen will flicker and infinite credits will be yours.



ROBOCOD

Just in case you haven't worked them out for yourselves, read them in another magazine, or read them in another magazine and surreptitiously posted them to me, here are a few cheats for the scrumptiously playable *Robocod*, sent in by a number of people. First, jump onto the first roof and pocket the Cake, Hammer, Earth, Apple and Tap (in that order) for invincibility and door-opening purposes. Alternatively, type THE LITTLE MERMAID on the title screen and M, C, B, F, O, P, X, I and Return to get you onto the next level, the car, the bath, the wings, the plane, to the exit, infinite lives or invincibility respectively. Alright?



ORK

Oh. 'O' for Psygnosis' *Ork* seems to be the next cheat, thanks to a severe lack of cheats for games beginning with C–N. In the in-game computer, fire in all four corners of the screen. From then onwards, press A for ammo, F for fuel, H for help, Return to take off or land when necessary, and maybe another key to replenish your energy (but maybe not). Unfortunately, no-one is quite sure, but try experimenting or something.

RUBICON

All that remains for me to say this month is: bye, don't forget to send me more tips, and before you go, here's a cheat for this rather weird shoot 'em up from 21st Century Entertainment. Taking the above as done, pause the game, type THEREAPER and press F1 to F7 and F10 to select weapons and L to skip levels. I'll see you next month...

Send your cheats, tips, POKES, solutions and unwanted beauty products to: Rich Pelley, ZERO, Dennis Publishing, 19 Bolsover Street, London W1V 2BP. Fab prizes await the senders of good stuff.

ACTION REPLAY POKES



Here's how to use them. Press the red button and type M followed by the given address, and change the first two in the row of numbers to FF. Then press Return, Escape, X, Return and enjoy! Thanks to Brian Nichols and Alex Newman.

GAME	POKE	TO CHANGE
Alien Breed	C05A4F	Lives
	C05A5B	Keys
	043CAD	Credits
Blues Brothers	001037	Life Points
Hero Quest	001039	Moves
Populous	2C59855	Money
Smash TV	001A7D	Lives
Super Off Road Racer	001C45	Credits (Player 1)
	001CA5	Credits (Player 2)

crystal tips*
*and Alistair

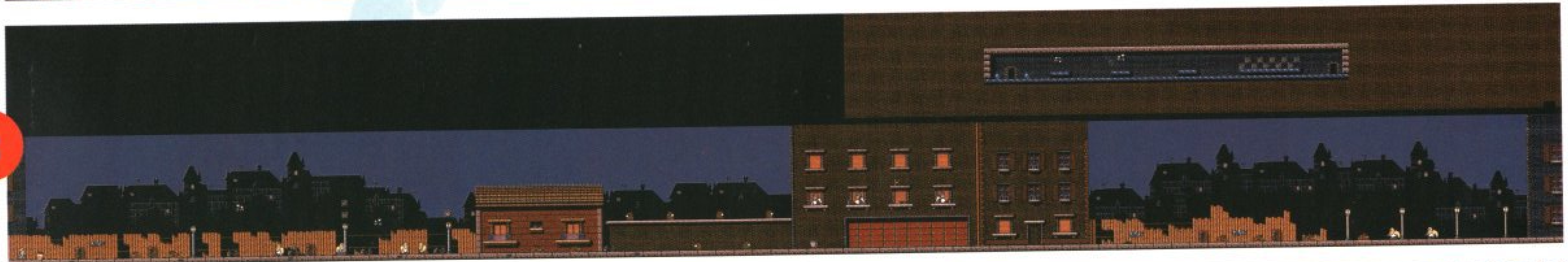
ZERO MAP TITUS THE FOX

Stuck in Titus' cutesy, platform romp? Well, here's some indispensable level maps and codes to help find your foxy chick.

1



2

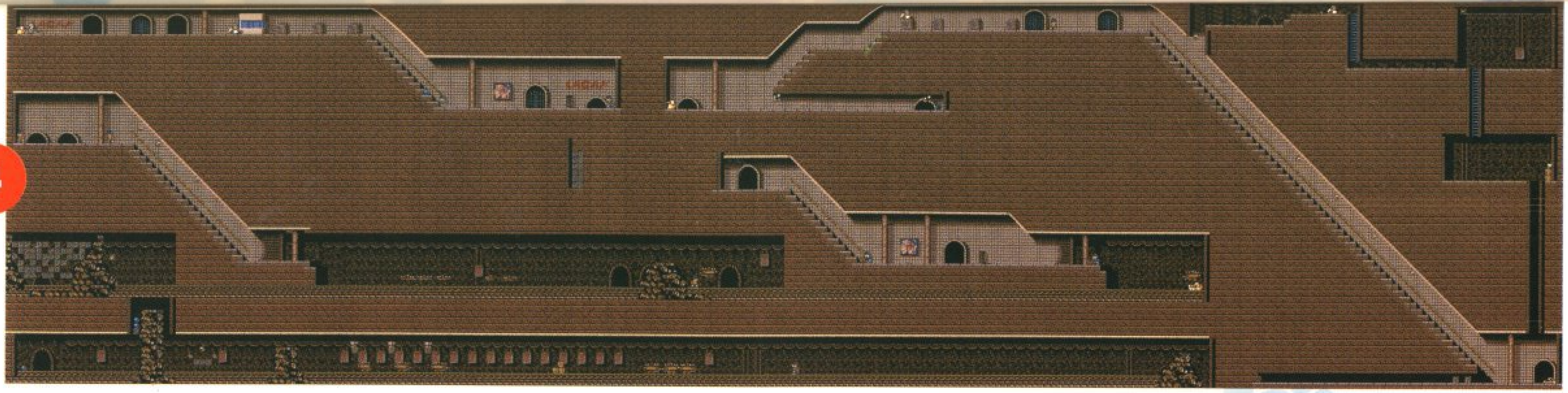


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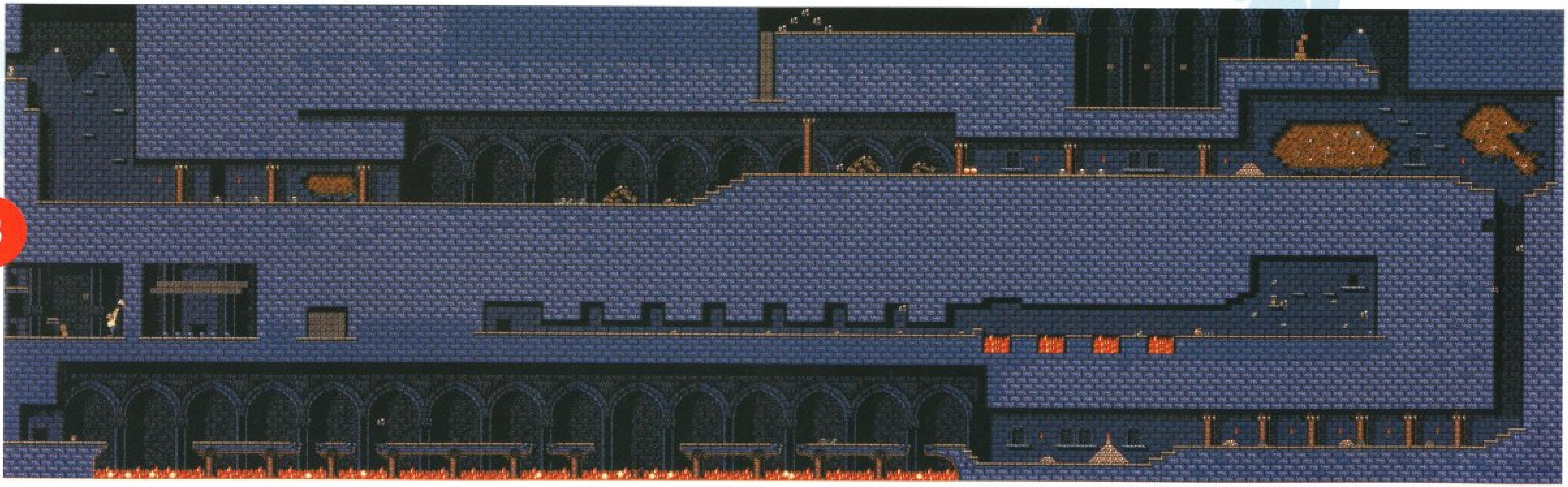




4



5



Some foxes have a hard life and that's certainly true of French ones – our poor chum Titus' chick has been kidnapped on a journalistic assignment to Marrakesh. *(Bet you didn't realise that foxes were so well educated. Ed.)* As a reporter for Fox And Locks magazine, Foxy was sent to the Sahara Desert to investigate that most rare of species – the desert fox. However, one dark night she was kidnapped by a gang of loathesome bandits and she's now being held as a concubine in the harem of the knights of Shah Hassan.

For those of you who were fool enough to miss the review last ish, suffice to say that *Titus The Fox* is a damn fine platformy romp which we awarded a ZERO Hero. You play Titus, the fox with a heart, who has to go and rescue his cherished vixen. Here we've printed maps of the first five levels, showing all the nooks and crannies you can find hidden bonuses and handy weapons. A big thank you also goes out to **Nick Harwood** of **Chesham** in **Bucks** for the following passwords and handy hint.

PASSWORDS

LEVEL ONE: 2625; LEVEL TWO: 8425; LEVEL THREE: 2974; LEVEL FOUR: 4916; LEVEL FIVE: 1933; LEVEL SIX: 0738; LEVEL SEVEN: 2237; LEVEL EIGHT: 5648.

To carry objects with you through tunnels, drop object at the mouth of the tunnel, pull down, press fire and when level with object, keep fire button held down.

MIKE GERRARD'S

ADVENTURES

Knock-knock.
Who's there?
Eamonn.
Eamonn who?
Eamonn with a beard and a load of adventure mail!
(Trans: It's *Mike Gerrard* on the adventure trail again.)



NEUROMANTIC

★★★ ZERO ★★★ COMPLETE SOLUTION

Dirk Waldeck gets ZERO sent all the way to him in **Randfontein** in South Africa. "Well, I took my time," he says, "but at last it's finished." What is he babbling on about? "After three years of intense playing, thinking and adventuring... well, playing and adventuring... I have completed one of Interplay's best games ever. No, not any of the *Bard's Tale* games, but *Neuromancer*. Therefore, I can now send you a complete solution to this brilliant game, and suggest that if any readers missed out on it they should definitely give it another look."

Thank you kindly, Dirkly, and as that's not a game I can remember seeing a solution to, I think it's about time we printed one, so here goes...

COMLINK SOFTWARE

Comlink: 1.0
This is in your deck at the pawnshop. All you have to do is tell Shin that you don't have any money and he'll give it to you for free.

Comlink: 2.0
You have to edit your bill at Cheap Hotel, order caviare on room service, then edit your bill again. Pick up the room service, take it to Crazy Edo and he'll give you the software.

Comlink: 3.0
It's at Regular Fellows Software Library.

Comlink: 4.0
At Eastern Seaboard Fission Authority.

Comlink: 5.0
At Software Enforcement Agency.

Comlink: 6.0
At Tozoku Imports.

MONEY

The first opportunity to get a lot of money is at Loser Gentlemen. You have to do it here otherwise the Lawbots will arrest you. Enter the PAX terminal and read the message from Armitage. Then send a reply and you'll have an instant 10,000 credits in your bank balance.

Your second chance for money comes with Comlink 5.0 where you can put your name on Hosaka's employ listing and pick up another 10,000 each week! Then upload Comlink 6.0 at Hosaka for 7,500 credits.

Now it gets tricky. You have to put Larry Moe's Bama ID on the Software Enforcement Agency wanted list. He'll be arrested and you can get into the Panther Moderns' Meeting Room. Ask Lupus to answer a few questions and ask him about Gemeinschaft. He'll give you their bank account number there. Enter Bank Of Zurich and open an account yourself. Now enter Gemeinschaft and transverse a hefty 30,000 into your account. Enter the Bank of Zurich again and download the amount into your chip.

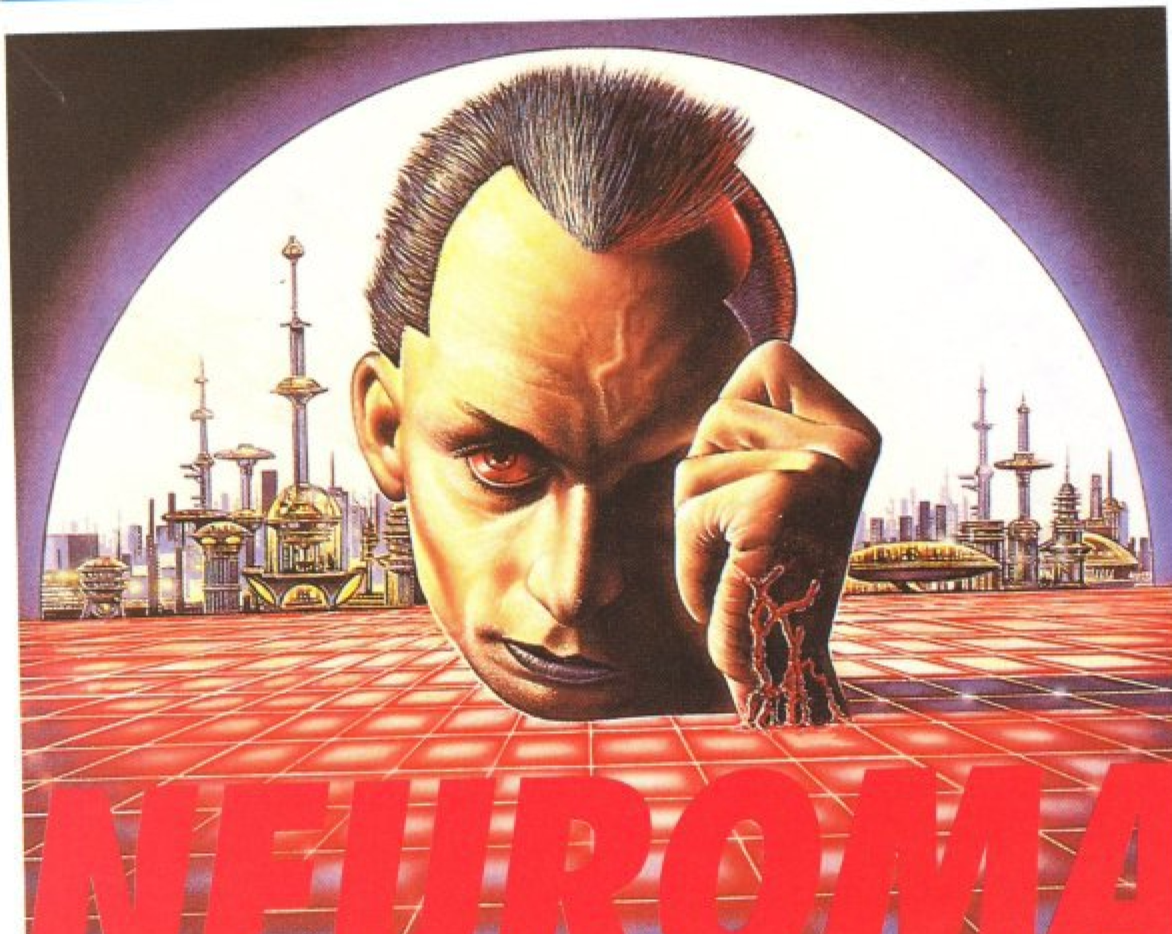
If you still need money, you can always – after you killed the AI there – enter the Gemeinschaft Bank database and read the last entry on the bulletin board for the codes to a bank account with a humungous 500,000 credits. Just transverse it to your account at the Bank of Zurich.

SKILL CHIPS

You don't need all the chips you can buy, so I've compiled a VISC (Very Important Skill Chip) list for you:
Philosophy – Juilius Dean – 1000 – AI Fighting.
Phenomenology – Juilius Dean – 1000 – AI Fighting.
Evasion – Lupus – 2000 – Exiting from AI Battle.
Psychoanalysis – Juilius Dean – 1000 – AI Weakness.
ICE Breaking – Finn – 1000 – Helps break ICE in Cyberspace.
Debug – Finn – 1000 – Debugs broken programs.
Logic – Emperor Norton – 1000 – AI Fighting.
Sophistry – Nola – Exchange for joystick at Finn – AI Fighting.
Zen – Nola – With Sophistry – Restores Constitution.

UPGRADES

Upgrade your skills at Matrix Restaurant.



DECKS

There are only two decks worth looking at – they're the Samurai Seven and the top-of-the-range Cyberspace VII. They can both be bought at Asano Computing, and you'll be amazed at how the price shrinks when you tell him that Edo must be kicked in the head with a steel boot!

BODY PARTS

Don't even think about it! No selling bits of your anatomy – it decreases your constitution and makes you weaker in Cyberspace. You'll be a lot better off waiting a week for your pay cheque.

SOFTWARE

I'm not going to tell you what's good and what's bad, or you'll be reading this till the cows come home. (*All ZERO readers keep cows, of course. It's smart. Mike.*) But I do have a few general hints:

- Steer clear of Blammo Soft, as it destroys most other software.
- Slow slows down the database ICE.
- Jammies stops ICE for a limited period.
- Armor All reduces hits already taken.
- Cyberspace lets you enter Cyberspace without paying a cent.
- Probe scans the database and gives you info on it.
- Most of the others are ICE breakers.

ROM CONSTRUCT

A very useful piece of hardware that tells you when you can't move any further because of Jack limit, and tells you when your constitution is low. Well worth it.

THE GAME ITSELF

(1) Get Comlink 2.0 – 5.0.
(2) Get Skill Chips.
(3) Get upgrades.
(4) Get Comlink 6.0.
(5) Buy Sens/Net Pass at Lupus and use code 0467839 to get a ROM construct.
(6) Jack in at Cheap Hotel and enter Panther Moderns' database at 224-112. Get the softs.
(7) Enter Psychologist at 96-32 and kill the AI with skills, not software. Start with Philosophy and cycle through your skills till he's dead.
(8) Enter World Chess and kill AI starting with Logic.
(9) Jack in at Loser Gentlemen and enter the Copenhagen U (320-32), Loser G (416-64), Tozoku (480-80), IRS (272-64) and East Sea (384-32) databases to get better softs.
(10) Enter Citizens of the Free Matrix (352-112) database and kill AI, starting with Sophistry.
(11) Jack in at Hosaka and enter their database (144-160) to get softs.
(12) Fly to Freeside and Jack in at Bank of Berne, enter the DARPO (336-240) and Screaming Fist (464-160) databases for softs.
(13) Enter Turning (432-240) database for skill upgrades.
(14) Enter Free Sex Union (288-208) database and kill AI, starting with Phenomenology and then cycling through.
(15) Enter Bank of Berne (336-160) database and kill the AI with Philosophy for starters.
(16) Use Easy Rider 1.0 so that it gives you the message STATUS = ON.
(17) Enter Gridpoint (4-160-320) database for softs.
(18) Enter the Bell Europa (5-384-288), INSA (5-448-320) and Nihilist (5-416-368) databases for softs.
(19) Run KGB 1.0 and you'll be in the KGB database where you kill the AI with Logic.
(20) Enter Maas Biolabs (6-112-480) database and kill the AI with Phenomenology.
(21) Enter the Tessier-Ashpool (7-384-416) database and kill the AI with Sophistry.
(22) Enter the Phantom (7-320-464) database, use Psycho-analysis and kill the AI with Logic.
(23) Enter the Mosabori (2-208-208) database and kill AI using Hemlock 1.0.
(24) Enter the Allard Tech (7-432-464) database and break the ICE. You'll see the AI and he'll tell you he's been waiting for you. Then you'll see yourself with somebody else on a tropical beach. He'll tell you a lot of stuff and then leave, and you'll see your constitution draining. Now use Psychoanalysis again and you'll be off the island facing Neuromancer (the AI) again. Use Kaung Eleven 1.0 and then kill him with Philosophy only, as the others have no effect.
(25) Enjoy the end.

GENERAL

When you enter a database, always go to skill and activate ICE breaking. Remember to cycle through your skills and softs in battle. And good luck!

LINKCODES AND PASSWORDS

KEY
LC = Link code.
PW = Password(s).
(SQ = Use Sequencer 1.0 before you have to press Space bar or button.)

ASANO COMPUTING
LC: Asanocomp
PW: Vendors.

BANK OF ZURICH
LC: Bozobank.
PW: SQ.

CHEAP HOTEL
LC: Cheapo.
PW: Guest Cockroach.

CHIBA CITY TACTICAL POLICE
LC: Keisatsu.
PW: Supertac.

CITIZENS OF THE FREE MATRIX
LC: Freematrix.
PW: CFM.



COPENHAGEN UNIVERSITY
LC: Brainstorm.
PW: Perilous.

ESFA
LC: Eastseabod.
PW: Longisland.

FUJI ELECTRIC
LC: Fuji.
PW: Romcards Uchikatsu.

GEMEINSCHAFT BANK
LC: Bangemein.
PW: Verboten.

GENTLEMAN LOSER
LC: Loser.
PW: Loser.

HITACHI BIOTECH
LC: Hitashibio.
PW: Biotech.

HOSAKA CORPORATION
LC: Hosakacorp.
PW: Fungeki.

JUSTICE DEPARTMENT
LC: Justice.
PW: SQ.

MUSABORI
LC: Musaborind.
PW: Subaru.

NASA
LC: Voyager.
PW: Apollo.

PANTHER MODERNS
LC: Chaos.
PW: Mainline.

REGULAR FELLOWS
LC: Regfellow.
PW: Visitor.

SOFTWARE ENFORCEMENT AGENCY
LC: Soften.
PW: Permafrost.

TOZOKU IMPORTS
LC: Yakuza.
PW: Yak

WORLD CHESS CONFEDERATION
LC: Worldchess
PW: Member.

STOP



CRUISIN' FOR A BRUISIN'





Some readers just ask for trouble. **Laura Bowden of Manchester** and **David Jones of Hadleigh** in Essex are both cruisin' for a bruisin' on *Cruise For A Corpse*. They're both stuck, and they both say they realise that we printed a solution recently, but they missed it. The fools!

How can they get hold of it? Easy – all you have to do is lick your fingers and carefully turn over these tender pages till you come to the advert for back issues. Then you send for issue 26, 'cos that's the one it was in. And never, ever miss a copy of ZERO again, or Amaya will come round and smack your bottoms, the both of you.

WILLY TIPS

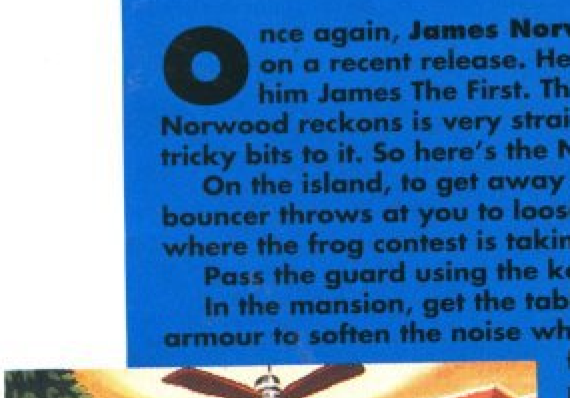


Once again, **James Norwood** is first to weigh-in with some tips on a recent release. He's so quick we'll have to start calling him James The First. This time, it's *Willy Beamish*, which Norwood reckons is very straightforward (smart arse), but with some tricky bits to it. So here's the Norwood guide to the tricky bits...

On the island, to get away from the thug, use the spanner that the bouncer throws at you to loosen the water tap, then run to the area where the frog contest is taking place and you'll get some help.

Pass the guard using the key on the chain to hypnotise him.

In the mansion, get the table cloth and put it under the suit of armour to soften the noise when it falls. In the kitchen, use the cup from the table to distract the cook, then pour the oil from the frying pan on the ground near her legs and push the cauldron near her. Make sure you have the helmet from the armour and jump onto the conveyor belt. When the cook falls in the pot, put the helmet on her head and free the frog from the conveyor belt. Then get out of there! Don't worry if you get caught, as you will be rescued.



To get into the sewage works, make sure you have the pass card and the dirty magazine.

SECOND-HAND WOES

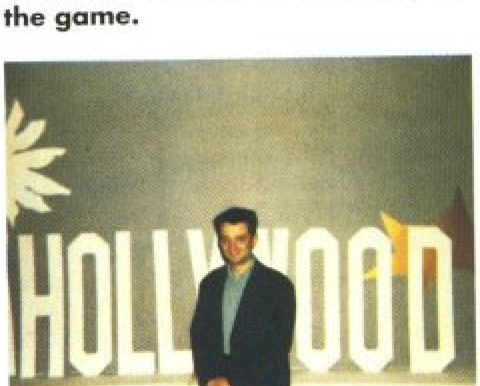
Ed of **Shrewsbury** – no, not *the Ed*, just any old Ed – asks where he can get hold of second-hand adventures, as he reckons people must be happy to sell them, once they've solved them.

My advice is to buy one of the adventure fanzines, whose readers are adventure addicts and often advertise their old games for sale so they can rush out and buy some new ones. Or you can advertise in them yourself. Two good ones to try are **Adventure Probe at 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP** or **Red Herring, 504 Ben Jonson House, Barbican, London EC2Y 8DL.**

Not content with asking me one question, the mysterious Mr Ed goes on to ask me two more. The blaggard! In *Hollywood Hijinx* – one of my personal Infocom favourites, by the way – Ed wants to know how to get some light into the bomb shelter, as the only way to get into the bomb shelter is to swim underwater, which extinguishes all sources of light. A conundrum, indeed, of just the type Infocom was renowned for in its heyday. What exactly is a heyday, by the way, and when is the next one due? Answers on the back of a tenner, to the usual address, please.

Anyway, back in Hollywood, if you light one of the wax statues with the smouldering fire, you can coat the red and green matches with wax, which protects them from the water when you swim through it. Once in the shelter, remove the wax coating from one match and let there be light. You need to coat both matches, as you use the second one to light the cannon, but you have to go through the bomb shelter to get to it.

Ed's other question in this game is why are there five pegs or holes in the lift closet, when there are only four floors to go to? That will remain a dark secret, Ed, till the very end of the game.



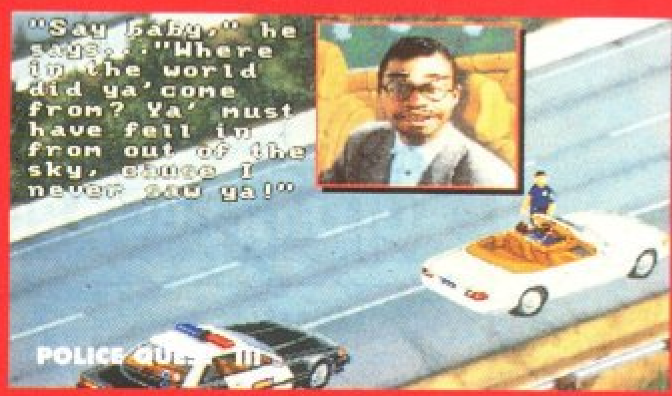
READERS' CRAP COLUMN



Now to introduce a new feature for the Adventure section – the Readers' CRAP Column, for readers who are Craving Release from Adventure Problems. This section will be devoted to (hang on a minute while I take a deep breath): all the readers who write in and ask for help on an adventure without actually telling me where they're stuck, all those who don't include a stamped addressed envelope, all the readers who are stuck in obscure public domain games I've never even heard of, all the readers who are stuck in games I *have* heard of but can't help with, all the readers who simply want to make contact with other readers who are playing the same games as themselves, all the letters I haven't got room to fit in elsewhere in the section and all those readers who just want me to print their name and address for some strange reason known only to themselves. So if you're hooked on any of the following, you can contact your fellow freaks.



EYE OF THE



POLICE QUEST III

Knightmare is a nightmare for **Mark Dixon, 42 Sevenacres, Orton Brimbles, Peterborough PE2 5XH** and for **Terry Farley, 73 Highland Road, Chelston, Torquay, South Devon TQ2 6NS.**

Eye Of The Beholder is bothering **Damien Kempt, 5 Manor Road, Harrow, Middlesex HA1 2NZ,** who wants to know how to open doors on level 9 and how to find the magic orbs that he's heard are in the game. And **A Pugh of 23 Heol Bon y Maen, Pant, Merthyr Tydfil, Mid Glamorgan CF48 2DN** wants to know how to get past the locked door to level three of the sewers.

Kevan Winch only plays adventures beginning with a 'D', and is therefore stuck in *Dungeon Master, Deja-Vu* and *Dark Side.* D-liver him from evil, by contacting him at **30 Hazel Road, Uplands, Swansea SA2 0LX.**

Dominic K Straw not only has a brilliant name, but he's also been doing brilliantly in *Monkey Island 2*, and sent me some hints to prove it. Maybe there'll be room for them next month. But now he's stuck and seeks help from fellow sufferers at **5 Avion Drive, Northwood, Middlesex HA6 3JF.**

Mr DP Driver of 1 The Terrace, Rochester, Kent ME1 1XN has completed *Elvira I*, but without finding the dragon's blood that the potion book says is needed to make the demon's brew. WHERE IS THE DRAGON'S BLOOD? It certainly doesn't appear in my solution to the game, so if any reader has located it, get in touch.

Finally, **Andrew McLean of 48A Draycott Park, Draycott Towers, Singapore 1025,** thanks me for help on *Police Quest 2*, which helped him complete the game – and enabled him to go on and complete *Police Quest 3* as well. Now that's what you call help! Andrew may be the first to complete the third in the *Police Quest* series, unless you know different. Any other offers?


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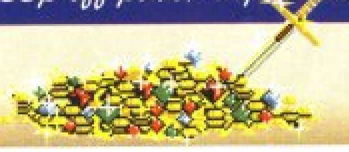
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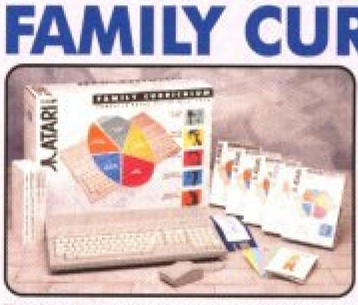
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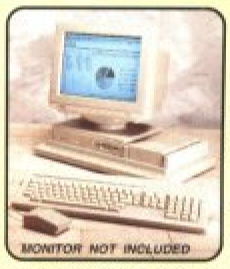
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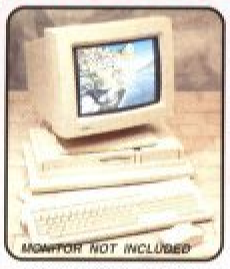


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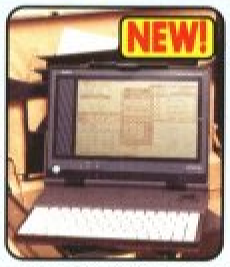


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YIKES! THE READERS' PAGES

Send all your stuff to **Yikes!, ZERO, Dennis Publishing, 19 Bolsover Street, London W1V 2BP** – there might even be a rather super free 'gift' in it for you (if we feel like it).

JOYSTICKS

Where we ask you to send us a photograph of your joystick in an unusual place – whether it's being arrested by a copper, stuck up a mountain, riding on the crest of a tidal wave, in orbit around the moon or whatever. This month, however, we've only received one entry and it's incredibly useless. But as there's a story and a heart-wrenching plea behind it, we're going to go ahead anyway. Who says Yikes is never as worthy as *Blue Peter*?





Just in case you can't work out what the above pictures are (and nobody could blame you), we'll leave it to **Charlie Amey** to explain: **"After sending you my shots of a joystick in a rhino enclosure, I followed it up with a rather harmless little animal – a penguin. This wasn't exactly dangerous, so I decided to do something really mad – how does a joystick with a homicidal tiger sound?** *(Aha! So that's what it is. Ed.)* **Sadly, after getting the pictures back from the developers, I realised I was going to have to take some photographic lessons (mind you, the tiger did keep moving, so it wasn't completely my fault). Anyway, I'll get to the point. Now, while the photos are so crap that I don't expect a prize of any description, I was wondering if any of the ZERO staff or any of your readers would be interested in making an 'adoption' at London Zoo? It's in a really good cause. I've enclosed an adoption form."**

And that's about all he says. So what do you reckon? Yes, okay, so the whole zoo subject is an emotive one, and most people don't like the idea of animals being caged for any reason, whether essentially altruistic and conservationally-minded or not. But when you get right down to it, London Zoo is running out of dosh at an alarming rate. "Then set the animals free," goes one argument. Fair enough, but it's not really on – take Charlie's tiger, for instance. Having been bred in captivity, it's lost most of its natural instincts, and if you were to set it free in the jungles of Asia, it'd probably end up getting killed and eaten by a wild turkey or something. Some Conservative politicians have the solution to this, though, and here's how it goes: "In that case, kill all the animals this end and save time." So there we have the three basic schools of thought: set the animals free, kill the animals now, or, as Charlie is suggesting, adopt the animals.

THE ADOPTION SCHEME

London Zoo's idea is as follows: you send them some cash and tell them which animal you want to have a hand in saving, then they'll send you a signed certificate, a photograph of your adopted animal, a sticker, a badge, a

THOUGHT FOR THE MONTH

Every month, one of our more religious readers reflects upon something vitally important that will change the way the rest of us feel about life. This month, Rabbi Peter Paton of the Stonehouse Synagogue in Larkell tells us of his little brother's rubber egg.

"Recently, my young brother made a rubber egg by placing a hard boiled egg in vinegar for two weeks. We had great fun bouncing it off the walls and the ceiling for a couple of days, until our friend Mackie crushed it in his hand by mistake. Needless to say, we evacuated the synagogue immediately. Three days later, the stench has still not subsided."

S N PLACES

complimentary entrance ticket, and they'll also stick your name on a special plaque near the animal's enclosure.

If you want to adopt a particular animal, but feel it's a trifle too 'expensive', you can go in for the 'timeshare' option, where an animal is split into units of £30. In this way, 66 individuals could adopt the £2,000 tiger on the previous page (he's called Martin by the way, so now you can feel really guilty – "Oh no, poor Martin" and so on).

Anyway, even if you're totally uninterested (you heartless bast), you might still be curious to know how much each of the animals is 'worth' – in cold cash. For this reason, we've reprinted a portion of the adoption form price list. (There wasn't room for the whole thing, you understand.)

WHAT £15 WILL BUY YOU

INSECTS: An ant, an assassin bug, a bee, a beetle, a cockroach, a cricket, a jellyfish (*That's not an insect, surely? Ed.*), a leech, a locust, a land crab (?), a millipede, a scorpion, a praying mantis, a spider, a wasp.
BIRDS: An adavet, a barbet, a budgerigar, an indigo bird, a stone curlew, a goosander, a grey-headed gull, an inca tern, a lapwing, a peafowl, a pigeon, a pintailed sandgrouse, a seedeater, a starling, a thrush, a turaco. (*Who on earth would want to adopt a pigeon or a thrush? A Reader.*)
REPTILES: A gecko, a lizard, a small snake, a shingleback, a taipan.
AMPHIBIANS: A newt, a salamander.
MAMMALS: A vole, a mouse, a hamster, a jird (*A whaaat? Ed.*), a dormouse.
FISH: There are over 2,000 different fish to choose from.

WHAT £30 WILL BUY YOU

REPTILES: An adder, a Richard's anole (?), a chuckwalla, a northern copperhead, a gila monster, a rattlesnake, a skink.
MAMMALS: A green acouchi, a seba's short-tailed bat, a rock cavy, a degu, a mara, a black rat, a cotton rat, a shrew.

WHAT £60 WILL BUY YOU

REPTILES: A yellow anaconda, a branded basilisk, a cobra, a rhinocerous iguana, a Hallowell's green, a mamba.
MAMMALS: A brush-tailed bettong, a grey ground cuscus, a chinchilla, a fat-tailed dwarf lemur, a marmoset, a springhaas, a squirrel, a weasel, a mongoose, a dwarf mongoose.

WHAT £90 WILL BUY YOU

MAMMALS: An orange-rumped agouti, a goat, a brown lemur, a prairie marmot, a white-faced saki monkey, a sheep, a grey short-tailed opossum, a spotted paca, a sugar glider.

WHAT £150 WILL BUY YOU

MAMMALS: A blackbuck, a porcupine, a two-toed sloth.

WHAT £250 WILL BUY YOU

REPTILES: An American alligator.

WHAT £500 WILL BUY YOU

MAMMALS: A greater kudu, a wolf.

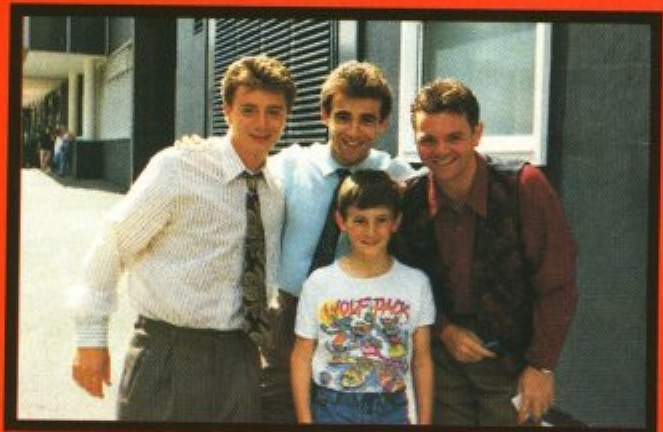
WHAT £750 OR MORE WILL BUY YOU

A chimpanzee – £750.
A gorilla – £1,000.
A giraffe – £1,500.
A lion or tiger – £2,000.
A Californian sealion – £2,500.
An elephant – £6,000.

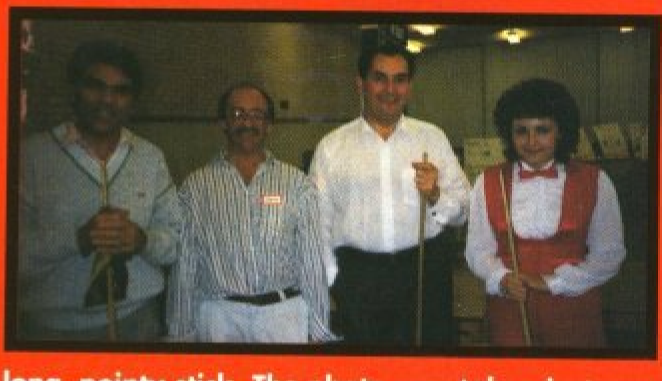
And that's your lot (although it isn't really – as we said, that was only a mere portion). Anyway, if you *do* want to know more about the adoption scheme, drop a line to: **Adopt An Animal, The Zoological Society Of London, Regent's Park, London NW1 4RY**. If you *don't* want to know more about the adoption scheme, then don't. As for the ZERO team, they're going to pool their resources – about two quid each – and adopt an ant. Tight or what? Still, the ant will be chuffed to bits.

CLAIMS TO FAME

The section where we ask you to send us a picture of yourself standing stark naked next to Joanna Lumley (or whatever) has been a tad useless of late. But not this month. This month, we get three famous people: one 'we don't recognise him but apparently he's famous' person, and two 'they might be famous, but we're not putting any money on it' people. Read on...



Mark Duxbury of Blackburn in Lancs seems to have followed our advice, and has taken to hanging around outside TV studios: "Dear ZERO, I met these three *Coronation Street* stars while I was hanging around outside Granada studios." There you have it – proof from the horses mouth. But who's the bloke in the light blue shirt behind Mark? Is he one of the extras from the Rover's Return? Or is he a *Coronation Street* 'new boy'? We haven't got a clue actually, but he certainly has that 'famous' look about him. (*It's Kevin 'Straight As A Die' Webster, the Street's car mechanic. He had his moustache shaved off for a bet. Couch Potato Ed.*)



"Blimey, it's a picture of the real-life Count Dracula with three members of the undead," we thought when we opened this one, but apparently we were wrong. Here's what the accompanying letter said: "Dear ZERO, here's a photo of me standing next to some famous people – I'm the boring old fartie, grinning stupidly and not holding a long, pointy stick. The photo was taken just over two years ago when I was a 'pretend' contestant on a studio run-through when the Beeb was doing *Big Break*. They probably asked me to help out in the studio run-through because I made such a prat of myself when I appeared on *Bob's Full House*... but I'd rather not speak about that. Hope you like the photo of Ray Reardon etc."

Aaaah! So it's Ray Reardon the snooker player, and not the Count after all. But who's the geezer on the left? And who's the bird on the right? Oh, and send us some photos of you on *Bob's Full House*, or we won't send you your prize.

How to be VERY EXCELLENT INDEED

With Dave Excellent

If I wasn't so excellent, I couldn't have pulled it off. "Pulled what off?" new readers will be asking. Pulled off being unexcellent for the last two months – that's what. The challenge said: "You, Dave Excellent, must become unexcellent for two whole months," and unexcellent I was – excellently unexcellent. The thickest of the thick. But enough of that, because I'm bursting at the seams with rejuvenated brilliance and can't wait to get into my diamond-studded postbag of excellent challenges.

Aha! Here's a challenge from **Simon Phillips** of **Greenfield** in Bedfordshire: "Dear Dave, I bet you couldn't make me more excellent than yourself." Well, Simon, that was untimely of you, because you *have* been more excellent than me. You've been more excellent than me for the past two months, in fact, because I've been so busy being unexcellent. That was easy. Onto the next challenge.

"Dear Dave, how would you eat a whole cake in one go, without even opening your mouth?" asks **Christopher Deville** of Richmond in Surrey. Call that a problem? I'm so excellent I don't need to use my mouth for eating anyway. I've got a special set of miniature teeth and jaws inside my nostrils – right at the back, near my sinus ducts. I was born that way. It's almost as if nature said to itself: "Hey – this bloke's pretty excellent, how can we improve him?" and then came up with the dual feeding system – one for general use and one for use in emergencies. And the emergency has just happened. Cake through nose. The only problem arises in the form of having to eat it all in one go, but then we get down to lung control, which is excellent in my case, as you can imagine. I can hold my breath for fifteen minutes without even feeling dizzy – I'm the best pearl diver in the world, but I won't go into that now. Let's just say that with a combination of nose-feeding and not breathing for about three minutes, the cake in question is as good as eaten. (And very tasty too.)

Finally, here's a challenge from **Fred Woods** of **Yeovil** in Somerset: "Dear Dave, if no-one liked you and therefore did nothing you asked, how would you get out of a sealed steel drum, encased in concrete, and buried 500 feet below the Atlantic sea floor?" How, you ask? Simple – vibration. That's the answer to this one. High frequency vibration, which I can produce by drumming my fingers together with excellent speed – they become nothing more than a blur. The concrete would crack and fall in chunks from the drum, the drum itself would buckle, tear open, and I'd be free. All I'd need to do then (while holding my breath for 25 minutes) would be to claw my way up to the sea bed and finally float to the surface of the Atlantic. A fatal dose of the bends wouldn't arise from my ascent (before you point it out), because my excellent white blood cells seek out and destroy nitrogen bubbles before they've even had a chance to form. I'm just so excellent – like you wouldn't believe.

MAD DOG – DRIVING ACE

DRIVING IN ANOTHER COUNTRY

Hi chaps (and babes of course), it's me, Mad Dog and this month I'm here with an introduction to driving abroad

PART ONE



If you were driving along a Dutch road at 100 mph and saw this roadsign, what would you do?

A. Pull over to the side of the road and check your travel guide to see what it meant.
B. Slow down to 50 mph just in case you were being warned about a potentially hazardous situation ahead.
C. Floor the accelerator pedal and accelerate to over 150 mph.

The correct answer was 'C'. In Mad Dog's book, foreign roadsigns mean exactly the same thing as roadsigns in this country: i.e. they mean absolutely nothing whatsoever – they simply mean exactly what you want them to mean. It depends entirely on your mood.

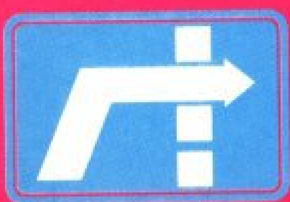
Here are some more foreign road signs for you to study, with a brief description of what they mean as far as *I'm* concerned



Engage after-burners to 100%



Throw a hand grenade out of the window



Drive straight through the next hedge you come to



Do a high speed hand-brake turn

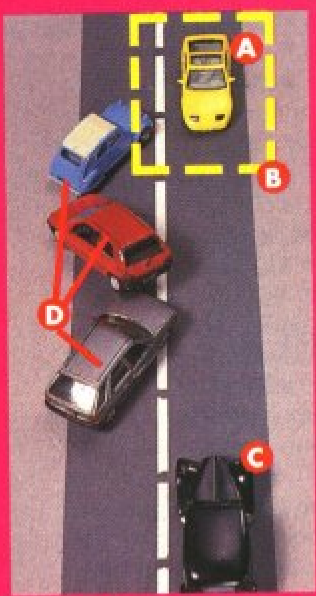


Go up on your two nearside wheels



Quick! Release Side-winders

PART TWO



A. My car
B. Territorial boundary lines
C. Foreign car
D. More foreign cars

"The left side is the right side, and the right side is the wrong side" – that's the Mad Dog maxim. When driving abroad, remember that your UK territory extends not just to the edges of your car, but also outside your car to a distance of three metres on all sides. Any traffic entering this space is subject to your own rules – one of which is that vehicles should drive on the left hand side of the road. If you are pulled over by the police, explain that your car is within these territorial boundaries at all times, and so you should be at liberty to proceed without caution. If they don't understand, point to your GB sticker on the boot. Then they will.

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HARDWARE

- Amiga, upgrade, second disk drive, mouse, joystick, loads of games, utils, demos etc, manuals, mags, cover disks. Only £400. Also CD player for sale. Phone Andy on (081) 659 2913 after 6.30 pm.
- Amiga 500. Excellent condition, 1Meg, second disk drive, control centre, two months old, Philips CM8833 Mk II monitor, £350 worth of games, joystick, mouse, original boxes, just £800 ono. (081) 204 1037.
- Atari 520 STFM, with original software and games pack, plus £150 extra software, plus disk counter, will sell for £220 ono. Phone Marina: (021) 628 3485.
- Gameboy for sale, five games and gamelight, worth £170, sell for £120. Wild! Alasdair Hein, The Shieling, Thornhaugh, Peterborough, Cambs, P68 6HL.
- A500, TV modulator, mouse, joystick, PSU, the most complete basic pack to get started on. Offers accepted around £250. Phone Edward on (081) 395 7742.
- Atari 520 STFM for sale with £800 of games, like *Midwinter*, *Kick Off 2* etc. Will sell for £230, No offers. Phone (0494) 712386 after 16.45, NOW!
- Atari ST STFM for sale with over £270 of software and joystick, mouse plus all manuals. Only one year old. Will sell for £295. Phone (0373) 65253.
- Amiga 500 1Meg with clock, Action Replay, trackball, joysticks, three years super cover from Dixons, 35 latest games, keyboard cover, worth £1,200, sell for £400. Only five months old (071) 831 3528.
- Amiga Soundblaster stereo amplifier with 50 watt speakers and headphones, nine months old. Cost £55, accept £30. Write to Ann Castelow, 27 Costain Grove, Stockton, Cleveland, TS20 1JW.
- Gameboy for sale, includes eight games, such as *Castlevania*, *Super Mario World*, *Double Dragon* etc. Bargain at £125. Boxed and two-player lead. Contact Charles on weekends at (0705) 585521.
- Yamaha music computer CXSM. Music keyboard. Software includes music composer cartridge. 48 voice cartridge. 16 track sequencer. 96 voices tapes. Graphic artist. Word processor. Mouse. Manuals. Boxed, £180 (0305) 775038.
- Atari STFM + TV, joystick, mouse, 18 games. 14 months old, EX-CON. Worth £700. Will sell for £200 ono. Contact (0685) 83444, ask for Mark.
- Gameboy for sale. *Tetris*, *Tennis*, *Football*, *Revenge Of The Gator*, two-player lead and headphones. All in original boxes. £90 ono. Contact James after 6pm on (0256) 465242.
- Philips 14" CM8833 MkII monitor, comes with manuals and lead to Amiga. Good condition, only £170. Contact James on (0206) 382 359.

SOFTWARE

- *Days Of Thunder*, *Kid Gloves*, *Shufflepuck Café*, *RVF Honda*, *Grand Monster Slam* for any *King's Quest*. Phone Marc on (04024) 46260.
- Yo! Who has *Their Finest Hour* & *Operation Stealth*? The first one who sends me them will get *Gunship*, *F-29 Retaliator* and *Mean Street*. Jeffrey, Flat 25, Penney Royal, 130–134 Stafford Road, Wallington, Surrey, SM6 9BW.
- Does anyone want to swap *Heimdall*, *Hunter* for any other RPG adventure games, ie *Dungeon Master* or *Dungeons And Dragons* games? If so, ring me on (071) 281 1031.
- Atari swaps: *Thunderhawk* and *Blitzreig* for *F-19* and/or adventure or strategy games. Tel John on (0458) 47668.

LONELY HEARTS

- Good-looking male seeks sexy female, aged 15-18. Interested? Then write to me. Interests: acid music, computers and girls. So put pen to paper now: Mick Clements, 21 Countess Street, Darwen, Lancs, BB3 ORE.
- If your name's Aimee Lock from Lincolnhire, please contact me: 2 Weeford Park Cottages, London Rd, Canwell, West Mids, B75 5ST. I think you were most tranquil on the *Super Mario Challenge*! Later!
- Hey girls! Male Amiga owner seeks contacts for letters, tips and swaps etc. Must be between 12 and 18. Write to Ryan Blair, 19 Pennant Grove, Titahi Bay, Welington, New Zealand.

WANTED

- Wanted 3.5/5.25 external disk drive, dirt cheap, hard drive (30 Mb/20Mb), cheap modem or cheap scanner and software. Phone (0386) 48213. Sensible prices, please.
- Computer games designer requires programmers, musicians, graphic artists to work on my ideas. Send samples to Steven Mantle, 73 Saxon Place, Horton Kirby, Dartford, Kent, DA4 9JQ.
- Wanted: *Willy Beamish* (Amiga). Swop for four games, including *Heimdall*. Phone (0274) 63253. Ask for Matt.
- Wanted: AMOS and compiler for Amiga, must have box and instructions. Willing to pay £20. Phone Danny on Watford (0923) 248757. Would prefer local call.
- Will swap *F-16 Combat Pilot* and *Robocop* on the ST for *ESWAT* or *Quackshot* on the Mega Drive. Please contact Darren Rulton, 13 Eastbourne Road, London, East Ham, E6 4AU.
- ST owner to swop *Lemmings* and *NARC* for *Speedball 2* and *Prince Of Persia*. If interested, send your letters to: Clement Egan, 9 The Park, Deerpark Road, Athlone, Co. Westmeath, Ireland. Originals only.

PEN PALS

- ST contacts wanted to swop games etc. 100% reply. Nothing to lose, so write to Martin Millar, 60 Camperdown Court, Helensburgh, Dunbartonshire G84 9HJ.
- Amiga contacts wanted for old and latest stuff. 100% reply. Write to Anthony Morris, 2 Bordesley Ave, Little Hulton, Worsley, Mer M28 6ED.
- Atari ST contacts wanted to swop any games, PD, tips & hints etc. Write and enclose your list to: Tony, 19 Elizabeth Street, Scunthorpe, DN15 9LB.
- ST contacts wanted to swap hints and tips etc. All letters will get a 100% reply. Kay Elliot, 135 Eswyn Road, Tooting, London, SW17 8TW.
- ST contacts wanted to swop letters, disks, cheats, anything. Male/female/black/white/anyone/anytime/anything/anywhere. Into sims, RPG, beat 'em ups, everything. Send to 154 Lanark Rd, Burnfoot, Lesmahagow, Lanarkshire ML11 9PJ.
- Help wanted with ST game *Maya*. Will give two Amiga games to anyone who can help me crack it. They are *Safari Guns* and *Barbarian 2*. First good reply accepted. Richard Parry, 75 Heath Mead, Allensbank Rd, Cardiff, CF4 3PL.
- IBM contacts wanted for swopping PD disks. Ted Bury, Box 362, 81-963 Gdynia 1, Poland.

FANZINES

- *Nostradamus*, new ST-based fanzine. Tips, reviews and all the latest news. Only £1.00! Send orders to Rob Parish, 35 Barff Lane, Brayton, N Yorkshire, YO8 9ET.

MESSAGES AND EVENTS

- Yo! Derek MD, get in touch now on (0834) 811302.
- Yo! To Arttie, Wee Pie, Sam Jug, Baldy Head, Bubbles, Moooore, Deliney, 1/2 Stone, The Horses, Beetroot, The Pervy Twins and all the other Basts at Mighty Castledurg from Burgular.
- Menace wants to say a big hello to all that know me out there. Ian – get some more new games, I'm getting bored of all the old ones.
- Lick my liver. Make me shiver. Be excellent to each other, Rorschach.

BIRTHS, MARRIAGES, DEATHS AND DIVORCES

- The Wig is dead. Long live the Wig. Shandies all round and a game of *Ludo* for Miss Reekie.

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